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Sega Guide!

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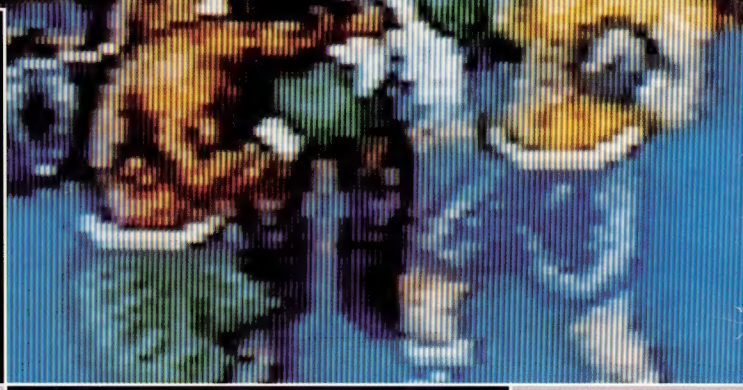

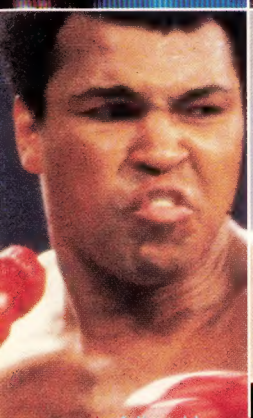

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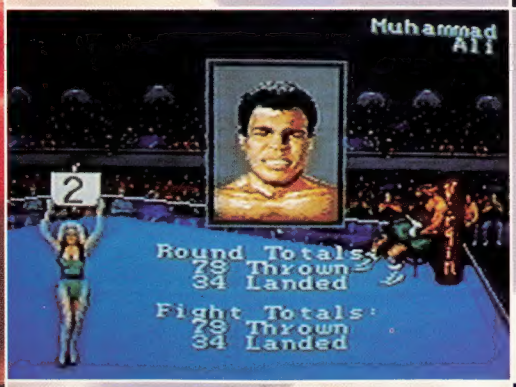

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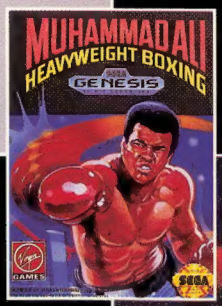

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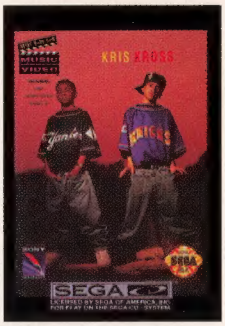

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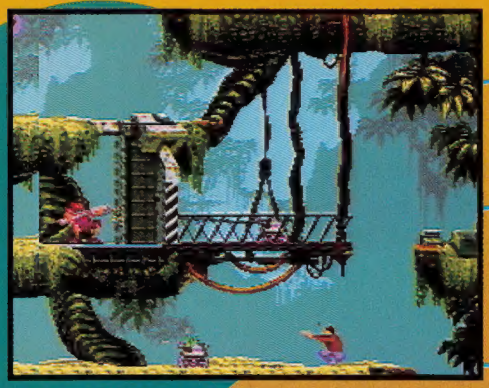

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Holmes and Watson come to live in this remarkable Sega CD title. You'll need intelligence, deductive reasoning, and the instincts of a bloodhound to solve these cases.

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One of the best shooters we've seen in a long time! Scaling, cool weapons, and enormous enemies set this one apart from the pack.

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Make your own videos with the double K crew! You splice 'em, play 'em, and rake in the praise!

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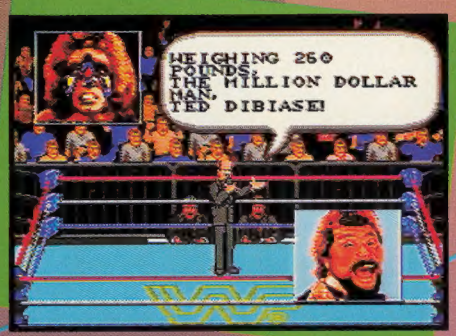
Finally, a wrestling game for Genesis! And best of all, this one was worth the wait! One of the best wrestling titles ever made.



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GAME PLAYERS
Sega Guide!
GENESIS • GAME GEAR • SEGA CD

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EDITOR'S NOTES

The first sales figures are out, and it looks like Sega CD is an *enormous* success!

According to Sega of America, the first shipment of 35,000 Sega CDs distributed to retailers sold out in only *48 hours!* The second shipment of 35,000 units sold out in 72 hours. And by the end of 1992, all 200,000 Sega CDs were sold! Sega projects there will be over one million Sega CDs in use by the end of this year. If sales continue the way they started, Sega should easily meet that projection.

The story of the Sega CD introduction might seem too good to be true, if it weren't for one small problem. Time and again, retailers and industry insiders told us that the first Sega CDs were sometimes defective. Some people reported return rates as high as 20 percent. And in areas where return rates have been especially high, rumors are spreading that the Sega CD isn't worth buying.

But we did some investigating, and here's the deal: Yes, there were a lot of defective Sega CDs shipped in the first batch. We got three bad ones ourselves here at Game Players. But there's good news — the problem was small, and it's been fixed. The defect turned out to be a bad chipset, and the bad chipsets found their way into only a few of the earliest units. Even these defective units could be fixed by simply popping in a good chipset.

So don't shy away from Sega CD — software manufacturers sure aren't! New Sega CD licensees are signing up all the time, ready to invest in what they see as the future of video gaming.

— Matt Firme
Editor

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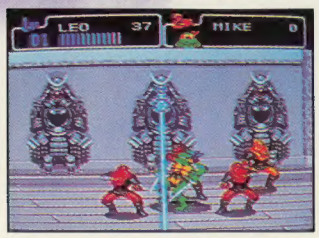

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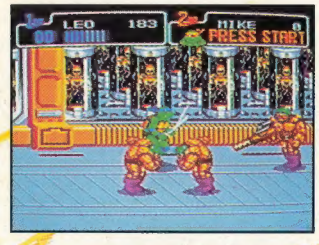
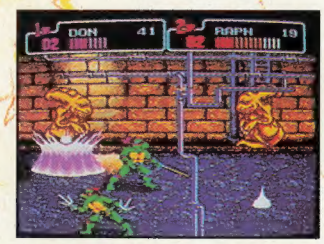
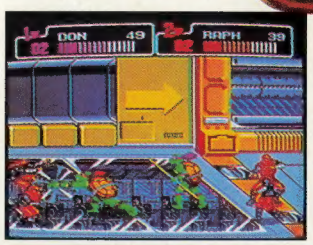


You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.



Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.



Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.

But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!

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Product Information Number 210

BACK Feed

Sherlock Holmes Sega CD

Help! I love playing *Sherlock Holmes: Consulting Detective* on my Sega CD, but whenever I want to solve a case, the judge appears and Holmes says I don't have enough clues and tells me to keep trying. I'm trying to solve the Mummies' Curse and I've checked everyone I can think of. Please help!

Jay Ward
Pennsylvania

Until you've collected all the clues needed to try the case, you cannot go to trial. Evidently, you've overlooked something important, Jay. Keep looking or check out this issue for a complete guide to solving "The Case of The Mummies Curse."

Lemmings

I can't seem to get through the second level of the Taxing Level in *Lemmings*. When I play it, I notice a plate of metal instead of the bones you illustrated and described in the April/May issue. I've tried to go over the metal, but nothing seems to work. Can you help me solve this level?

G. Goodell
New Jersey

We were told by a spokesperson at Sunsoft that nothing has changed from the version we reviewed. Try bridging the gap. The solution is almost above you.

Slamming' the Boards

In your October/November issue, you mentioned that the backboard in *Lakers vs. Celtics* could be shattered. For all of those basketball fans out there, could you please tell us how to do it?

Shane Wodele
Wisconsin

We've received several letters asking this same question, and the answer is—No! We can't tell you how to do it. It is a randomly generated event that happens during the game if you hit the boards right. There's no trick or code, so keep trying!

Translations and New Controllers

Why does the Genesis version of *Street Smart* look different from the arcade version? *Super High Impact Football* looks the same as the arcade version. And does Sega have any plans to come out with new controllers?

Steven Hill
Michigan

When games are translated from arcade versions, game play or graphics must sometimes be sacrificed due to the limitations of the home system. This was the case with *Street Smart*. *Super High Impact* uses a larger meg configuration and the programmers were able to fit more into the cart.

Finally, Sega has plans for *several* new controllers, in addition to a new six-button controller, there is also a four-player adapter being developed by Tengen. Also, at Winter CES in January, Sega unveiled *The Activator*, which allows players to control the on-screen action using only body movements.

We Get Letters...

Will there ever be a *Street Fighter II* for Genesis? Also, I've seen a lot of letters about *Pro Action Replay*, but I haven't seen it in any stores. Where can I get one and what does it do?

Rachel Brady
North Carolina

A Capcom spokesperson told us that there are absolutely no plans for a Sega version of *Street Fighter II*, contrary to what you might hear from the rumor mill. However, a spokesperson for Sega told us a very different story. Plus, Sega already has a working prototype of a six-button controller that could be used for *Street Fighter II*. Who do you believe?

The *Pro Action Replay* is available from Datatel in London, England. It allows you to find codes for games, such as unlimited men, extra ammo, etc.

T2 and a Six Pack

I've heard a rumor that *Terminator 2: The Arcade Game* will be the pack in for the *Sega Menacer*. Is there any

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FeedBack

truth to this? I thought Sega had a six-in-one game pack planned for the gun.

Stan Sajous
Minnesota

Arena Entertainment inked a deal with Sega a few months back, so *Terminator 2: The Arcade Game* is now available with the Menacer (we also review it in this issue). The six-in-one game pack is also available, but check with your local retailer.

Future Slug Fest

Will *Mortal Combat* ever be available for Genesis or the Sega CD?

Chris Ezzi
New Jersey

Arena has exclusive first rights to any Williams arcade title, and even though we don't have any confirmation by anyone from Arena, we've heard several rumors that *Mortal Combat* will be coming to the Genesis.

Sega CD

Are there any educational titles available for the Sega CD?

Adam Fletcher
Michigan

In your October/November issue, you mentioned a Genesis CD version of *The Secret of Monkey Island* from LucasArts, as well as *Space Quest 4* and *Kings Quest 5* from Sierra. When will these games be available and how much will they cost?

Gregory West
Ohio

Sega is working on several CD titles, including *Virtual VCR*, *Citizen X*, and *Joe Montana's NFL Football*. There are no plans for any educational titles at this time, however Sega has not discouraged its third-party licensees from producing any games in this category. Finally, *The Secret Of Monkey Island* and both Sierra titles games are due out shortly — *Monkey Island* was slated to debut in February, and both Sierra games are due out in March.

One Black Egg

I have a problem with *Starflight*. After referring to The Captain's Log, I've discovered all the artifacts I need, except for the last Black Egg. I've found one Black Egg on the first planet of system 143, 115 at 28N x 4E. I found another on the second planet of system 234,20 at 35S x 99E. The Log does not tell you the location of the last black — it only tells you that you must find it. Can you help?

Derek Miller
Colorado

Derek, the last egg is on the third planet at these coordinates: 238, 189 at 52N x 16E, but you only need one egg to win the game and blow up the Crystal planet.

Sega CD? Engage

I'm a big Star Trek fan, I was wondering does Sega have any plans to develop a Star Trek game for the Genesis or Sega CD?

David Wright
Virginia

Look for Spectrum HoloByte's *Star Trek: The Next Generation* for Genesis, as well as Sega of America's *Star Trek* for Sega CD, sometime in the fall of 1993.

X-Men

Will *X-Men* ever be available for the Genesis system and when?

Ryan Alan
Michigan

The X-Men are coming to your Genesis sooner than you think! The game is expected to boast graphics and game play that reflect the characters' comic-book counterparts. Plus, we've heard that the game will have an option for two players who can play simultaneously! Keep your eyes peeled for more in upcoming issues!

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

FeedBack
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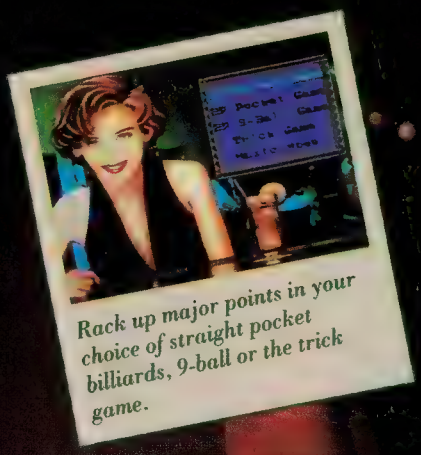
"Nice Shot."



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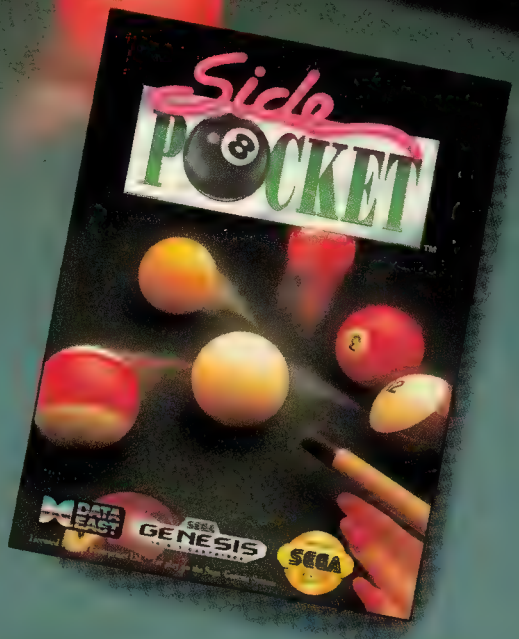
And don't get caught

behind the eight-ball.



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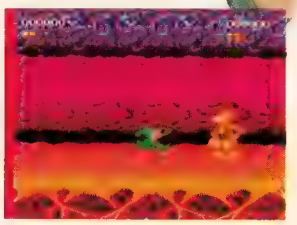
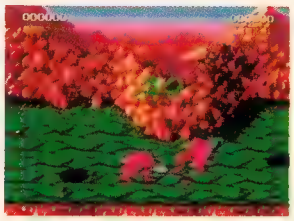
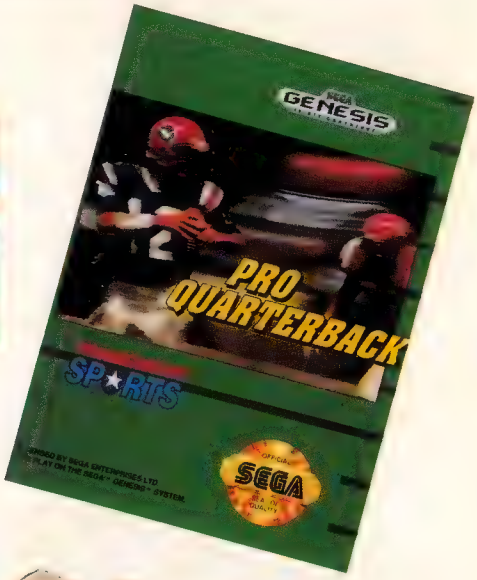
UGH FOR YOU!





When the evil Dark Queen kidnaps both your best buddy and the best-looking girl this side of the Mazallion Star Cluster, what're you gonna do about it? Cry? Hide? Call the Starcops? No way – 'cause you're a BATTLETOAD! So strap on your blaster, fire up the Toadster, and get on down to the Dark Queen's planet – and don't forget to take along the Jet Turbo, the Space Board and the Speed Bike. Because you'll need 'em all if you're gonna rescue your friends and get the frog outa there with your green skin intact!



Lace up your cleats and get ready to play the most realistic football game ever produced! All the hard-hitting action of football comes through in living color, using the digitized images of real players. Every detail of football is right here – from the opening kickoff to the post-game stats. You call the shots, you call the plays... After all, you're a pro now – a PRO QUARTERBACK!

Flip the switch and get ready to have a blast! Here's a fast and furious racing game with a difference: avoid the road hazards... pick up the performance goodies... and wield an arsenal of wicked weapons to slow down or destroy your competition! Roar through 24 levels of CHAMPIONSHIP PRO-AM racing on 8 different tracks... but watch your tailpipes, or you'll be scrap metal!

BATTLETOADS and CHAMPIONSHIP PRO-AM
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SEGA GENESIS
16 BIT CARTRIDGE

TRADEWEST

Tradewest, Inc. 2400 South Highway 75, Corsicana, TX 75110

Product Information Number 375

Code Breakers

PASSWORDS FOR *PREDATOR 2*

Level 1 Start
Level 2 KILLERS The Streets
Level 3 CAMOUFLAGE The Streets
Level 4 LOS ANGELES Subway
Level 5 SUBTERROR Slaughter House
Level 6 TOTAL BODY The Streets

COBRA COMMAND CD CONFIG MODE

At the title screen press START. Then press UP, DOWN, LEFT, RIGHT, move to "Configuration," and press A. Now cycle through difficulty levels to find a secret "Training Mode." This mode allows you to continue from where you died — also, the enemies are slower and less accurate.

EASN PASSWORDS

These passwords are for the *Bulls vs. Lakers* Championship Game.

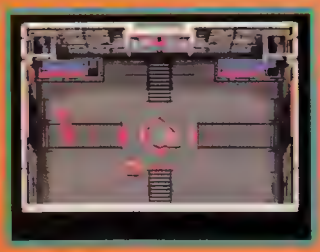
Chicago Bulls vs. Los Angeles Lakers: XXOCBBCQ
Utah Jazz vs. Milwaukee Bucks: WVOCLBC1
Los Angeles Lakers vs. Philadelphia 76ers: PLOBLBBG

These passwords are for *Team USA Basketball.*

Team USA vs. Italy in Gold Medal Round: VOT6RBB
Ending Ceremonies: V#T6RBK

SUPER SMASH TV: WEIRD GAME GENIE PASSWORDS

ECGA-AA20 Your player is invisible
ECGA-AABJ Power Boots run faster
ECGA-AA74 Most enemies are invisible
ECGA-AA40 Enemies are flickering letters
ECGA-AABT Enemies are faster



BATMAN GAME GENIE CODES

AKEA-AA4J Invincible — and Invisible!
9TET-BGD2+BTET-AAD4+96ET-AAD6+5NET-AYX8+AJET-AA6A Meet the Joker

ROAD RASH II

The password 0K4M 4I04 will give you the Diablo 1000 N on Level 4.

TOEJAM & EARL

If you can creep up close enough to Santa to touch him, he'll be so startled he'll drop three presents! Try sneaking up on him by taking only a few steps at a time, stopping whenever he looks up.

EVANDER HOLYFIELD'S "REAL DEAL" BOXING

When you create a boxer, name him "THE BEAST" — you'll be given a green boxer with full power. Here's another tip: Just after "THE BEAST" has raised his arm at the start of the match, and the camera is scrolling towards your opponent, press Start and choose to quit. The match will count as a win!

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers
300-A South Westgate Drive
Greensboro, NC 27407

GAME PLAYERS

Sega Guide!

GENESIS • GAME GEAR • SEGA CD

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S02

YOUR SHOW OF SHOWS

At this year's Winter Consumer Electronics Show, held again in glorious Las Vegas, Nevada, Sega of America and its licensees trotted out their latest new games and accessories. But the highlight of the show was an incredible new machine, the 3DO Interactive Multiplayer, that may well challenge both Sega and Nintendo in the years to come.

It's A Game Machine! It's A Computer!

About the size of a stereo component, 3DO is a CD-ROM based unit that hooks up to your television set just like a game machine. But make no mistake — 3DO is no run-of-the-mill game machine. With its 32-bit computer processor, two custom-designed graphics processors, and a CD-ROM player running at twice the speed of other CD-ROM units, the 3DO will be capable of a staggering range of applications. Software companies are already lining up to develop products from full-screen, full-color interactive movies to multimedia encyclopedias and super-realistic video games. The machine will also play music CDs and the new Kodak photo CDs, but because it's so much more advanced than any existing CD-ROM systems, 3DO won't be compatible with Sega CD or PC CD-ROMs.

The 3DO will actually outperform most high-end personal computers in use today because its two dedicated graphics engines will handle most of the video and graphics processing normally done by the main computer processor. As a result, the 3DO's 32-bit CPU will be free to process the actual program code in the software, leading to blindingly fast performance.

The machine's graphic engines will also perform some of the hottest video effects you've ever seen. While the Genesis and Super Nintendo are capable of reproducing hundreds of colors, the 3DO will display *millions* of colors simultaneously for the most realistic graphics ever. The graphics engines can also perform special effects like image warping, transparency, and texture-mapping, or wrapping. This last feature allows the 3DO to, for instance, wrap a tinfoil surface around characters onscreen, or cover a tree with bricks. The results should be phenomenal.

Room to Grow

An amazing 80 licensees for 3DO were announced at the machine's premiere — more than either Nintendo or Sega have today. Such support for a new system is almost unheard of, and goes to show just how much excitement there is in the software industry over this incredible new machine. It also promises that 3DO will be around for a long, long time to come.

And 3DO was designed with the future in mind. It will ship with two specialized expansion ports, allowing users to add peripherals such as joysticks, modems, keyboards, memory card storage systems, and even 3-D glasses and video inputs for editing videotapes at home. Other plans for the future of 3DO include portable systems, educational networks, and even cable TV accessing.

3DO is scheduled to hit the shelves later this year, at a suggested retail price of around $700.

AND IN SEGALAND...

While 3DO made quite a splash at the Winter CES, Sega of America made plenty of noise, too. The huge Sega pavilion was bigger than ever, and full of eager spectators waiting to get a look at the latest Genesis, Game Gear, and Sega CD titles.

Sega's big news at this show was the Activator, a revolutionary new game controller for the Genesis. In a rocking, awesome, hourly stage show hosted by former MTV VJ Alan Hunter, Sega debuted the Activator to rave reviews. Consisting of eight interlocking pieces that form a three-and-one-half foot circle on the floor, the Activator projects eight infrared beams up around the player, who stands at the Activator's center. by breaking the beams with hand and foot motions, the player can control the action of characters onscreen with his entire body.

Each Activator show began dramatically, with one of the unit's designers actually playing "Phantom of the Opera" -style organ music by waving his hands and feet through the Activator's beams. The controller was then put to gaming use as two players went head-to-head in *Streets of Rage 2*. Each maneuvered the onscreen characters by executing real punches and jump-kicks while standing in the Activator!

The Activator will be available in September at an approximate cost of $70 to $80.

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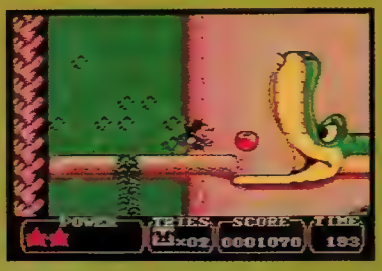
SG02

Let the Games Begin!

Of course, Sega of America had plenty of new games on display, too. Here are a few highlights.

Cool Spot was undoubtedly the best-looking title on display by Sega of America. Based on the Spot character in those wacky 7-Up ads, this cart has terrific graphics and great game play. Genesis.

Sega's new Virtual VCR series premiers with *Virtual VCR — Prince*. This first title features Prince's music, as well as behind-the-scenes footage of Prince and The New Power Generation. Other Virtual VCR titles will include classic newsreel footage, and works from Peter Gabriel and U2. Sega CD.



The sharpest portable title of the show was *The Land of Illusion Starring Mickey Mouse*. Mickey returns to the Land of Illusion, and finds even more adventures (and better graphics!) than before. Game Gear.

Finally, another role-playing game from Sega! *Shining Force*, the sequel to *Shining in the Darkness*, lets you explore an enormous world while leading a party of adventurers. Neat 3-D combat system. Genesis.

Joe Montana goes high-tech in *Joe Montana's NFL Football*. Cool scaling effects, a real 3-D feel, and all your favorite NFL teams promise to make this one a big hit. Sega CD.

Sega's going to have a big seller on its hands when it releases *X-Men*, based on Marvel Comics' best-selling series. Play as Wolverine, Cyclops, Gambit, or Colossus as you search for Professor X. Genesis.

The Super NES and arcade hit *Final Fight* is coming to Sega! This version lets you fight as Haggar, Cody, or Guy — in one-or two-player action. Sega CD.

Butt-kicking Joe Musashi is back for more in *Shinobi III* — and he's looking better than ever! All the action and top-notch graphics you've come to expect from the *Shinobi* series. Genesis.

"This game will set the pace for every future game on the market - A+, 100%, Guy's you did it!" COMPUTER GAME REVIEW

SEGA GENESIS 16 BIT CARTRIDGE

SHRINK-WRAPPED TIME WARP

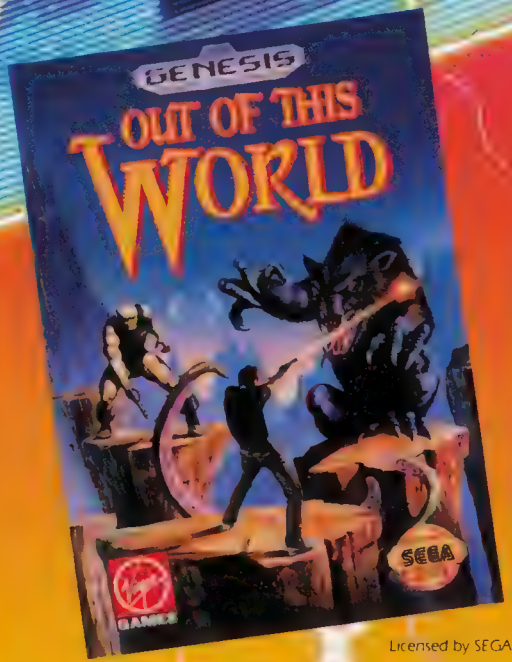
You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're [illegible] you want to start [illegible] home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and blood-sucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



Virgin GAMES

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Product Information Number 415

The 1992 Game Players Awards

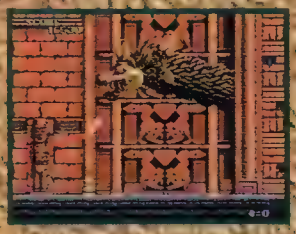
For Sega of America, 1992 can be summed up in two products: Sega CD, and *Sonic the Hedgehog 2*. The Sega CD's launch was greeted with enthusiasm in stores all across the country — in fact, many sold out of Sega CDs as soon as the units hit the shelves. This was certainly the case with *Sonic 2*: In just one week, 400,000 copies of the game were sold. According to Sega, this makes *Sonic 2* the best-selling video game (over a one-week period) in history.

It was a big year for licensees, too. Konami entered the Sega market with the terrific *Teenage Mutant Ninja Turtles: The Hyperstone Heist*, one of the best first efforts we've seen from a new licensee. Electronic Arts continued to dominate the sports market with new titles like *John Madden Football '93* and *NHLPA '93*, and relative newcomer U.S. Gold amazed us with *Flashback* (see the feature elsewhere in this issue), possibly the best-looking video game ever.

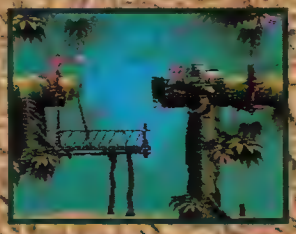
Any way you look at it, 1992 was a great year for Sega fans. And so, here are our picks of the best titles and products of the year — the 1992 Game Players Awards. Congratulations to the winners!

GENESIS GAME OF THE YEAR
Sonic the Hedgehog 2
Sega of America

BEST GENESIS ACTION GAME
Streets of Rage 2
Sega of America

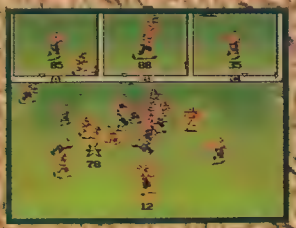


BEST GENESIS SHOOTER
Atomic Runner
Data East

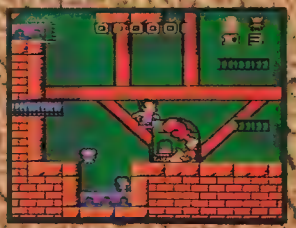


BEST GENESIS GRAPHIC ADVENTURE
Flashback
U.S. Gold

BEST GENESIS LEARNING GAME
Where in the World Is Carmen Sandiego?
Electronic Arts



BEST GENESIS SPORTS GAME
John Madden Football '93
Electronic Arts



BEST GENESIS STRATEGY GAME
Krusty's Super Fun House
Flying Edge

BEST GENESIS CONTROLLER
AsciiPad S6
AsciiWare

BEST RACING GAME
Road Rash II
Electronic Arts

GENESIS SPECIAL ACHIEVEMENT AWARD
Sega CD
Sega of America

GAME GEAR GAME OF THE YEAR
Sonic the Hedgehog 2
Sega of America

BEST GAME GEAR SPORTS GAME
Olympic Gold:
Barcelona '92
U.S. Gold

BEST GAME GEAR ACTION GAME
Shinobi II
Sega of America

Game Players 1992 Excellence Awards

Ecco the Dolphin(Genesis)
Sega of America

Teenage Mutant Ninja Turtles: The Hyperstone Heist(Genesis)
Konami

The Make My Video series (Sega CD)
Sony Imagesoft

Desert Strike: The War in the Gulf(Genesis)
Electronic Arts

NHLPA '93 (Genesis)
Electronic Arts

Side Pocket(Genesis)
Data East

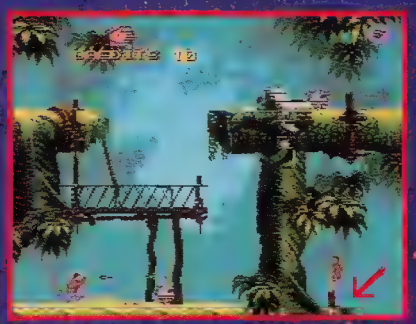
WWF Super Wrestlemania(Genesis)
Flying Edge

Unfortunately, there can only be one winner in each category. But there are plenty of terrific titles that *almost* took the prize, and to these we extend our congratulations, and the Game Players Excellence Awards.

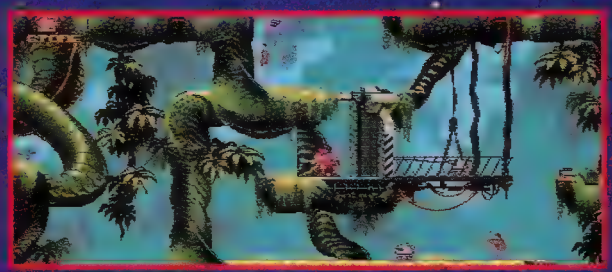
FLASHBACK

U.S. GOLD

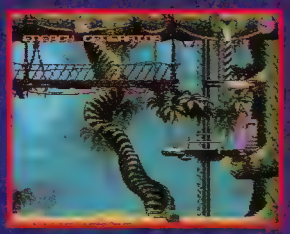
RUN THROUGH THE JUNGLE



These robots are armed with guns that raise like a telescope out of their chassis — when that happens, kneel and start blasting. Remember to pick up the credits at the bottom of the screen (see arrow).



Don't try to fight the robot on the platform! Jump on the platform, hop down to the ground, then start shooting another robot approaching from the left. The best way to take care of the mutant pulling the lever is to sneak up behind him and club him with your gun.



Stick your shield in an Energy Generator to recharge it. You'll also need to charge the cartridge you found...

STEPHEN POOLE

Get ready for one of the hottest adventures ever seen on a Genesis! Using plot ideas from movies like *They Live* and *Total Recall*, *Flashback* combines cutaway cinematic scenes, super-fluid animation, and an exciting story to make *you* the star of a heart-pounding sci-fi thriller!

Flashback puts you in the role of Conrad Hart, who's working to become an agent for the Galaxias Bureau of Investigation (GBI). As part of his training, Conrad helped develop the ultra-compact molecular-density analyzer — special glasses which allow the wearer instantly to determine the molecular density of any object or person.

While attending a rally for a presidential candidate, Conrad noticed that many key political figures had impossibly high molecular densities. After further investigation he realized that these weren't normal people at all, but aliens who had disguised themselves as humans in an attempt to take control of Earth's governments.

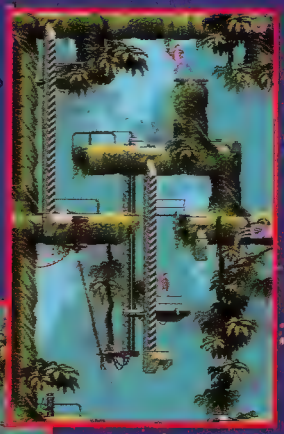
When the extraterrestrials learned of Conrad's snooping, they kidnapped him, erased his memory, and placed him in a maximum-security hospital. Despite his "amnesia," Conrad knew instinctively that he must escape if he wanted to survive. After eluding his guards, he stole a gun and hopped on a space bike, only to be shot down by his pursuers and forced to crash-land in a jungle.

When he regains consciousness, the only thing Conrad remembers is his escape...and a mysterious holocube that he dropped when his space bike crashed. Armed with just a pistol, you've got to find the holocube before you can begin to work your way back to Earth to stop the alien conspiracy.

What makes *Flashback* so much fun is the great animation. You've never seen a video-game character move as smoothly as Conrad does! Whether he's drawing his pistol from his shoulder holster, making a huge leap over a chasm, or smashing a drone robot with the butt of his gun, you'll think you're watching a cartoon instead of a game.

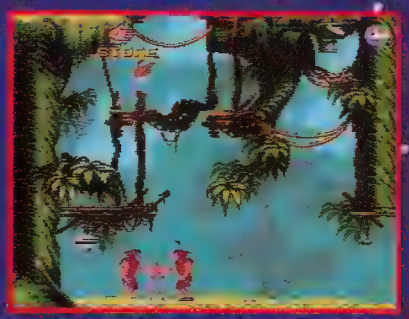
There are passwords for the game's six levels, and a save-game feature means that you don't have to start a level over when you die. With three difficulty levels, *Flashback* can be enjoyed by beginners or experts. But don't think the easy level is a cakewalk — there are still plenty of puzzles to solve before you get back to Earth!

Flashback is the coolest Genesis cart we've seen in quite a while. If you like action games, you'll definitely want to get your hands on this one!

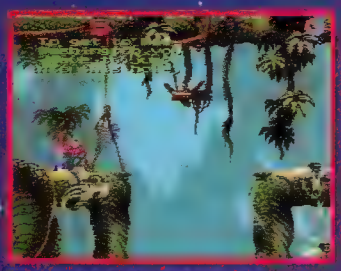


Climb onto the platform and throw a rock to the right to make the elevator at the top left descend so you can grab the teleporter. Don't go back the way you came — if you do, the elevator you ride down in will cover up a hole you need to explore.

...in order to activate this energy bridge

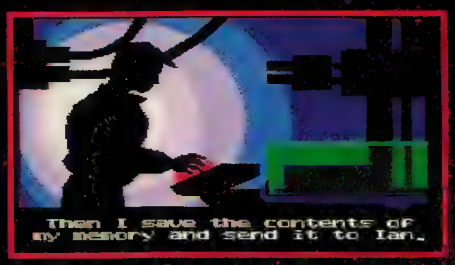


To get past the guards here, just throw a rock at them. That activates a laser cannon, which turns the mutants into crispy critters.



This old fellow has the anti-grav belt you need to get to New Washington and your friend Ian, who was mentioned in the message in the holocube.

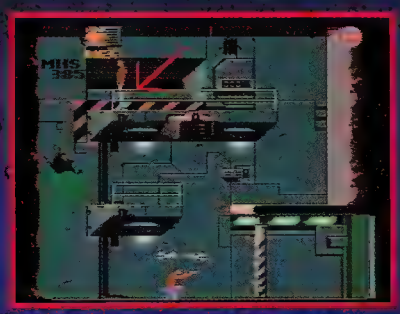
TOWN WITHOUT PITY



After battling your way past guards wearing jet packs, you run into Ian. He restores your memory, and tells you how you can earn enough credits to get back to Earth.

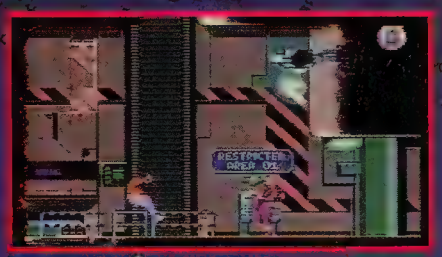
Once you get a work permit, this is where you go for job assignments. Be sure to take advantage of the save-game spot at the bottom of the screen before heading out on a job.

You meet the forger outside the bar at the America station, but he wants 1500 credits for the papers you need to get on the Death Tower TV show — and that's the only way to win a trip back to Earth.

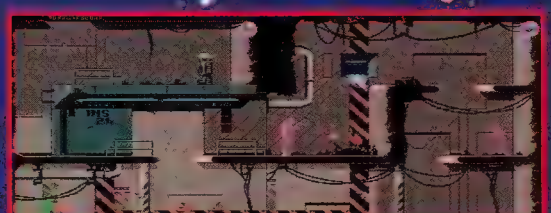


While escorting a VIP to the Research Center, you need to grab the key at the top of this screen, but these drone robots zap you with a laser if they get close. Use your pistol on them from a distance and keep firing — it takes a *lot* of ammo to make them explode.

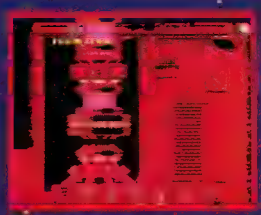
Your third job is to track down a killer cyborg. The guy in the bar sends you to see a cop guarding a restricted area. *He* tells you the cyborg is outside the bar.



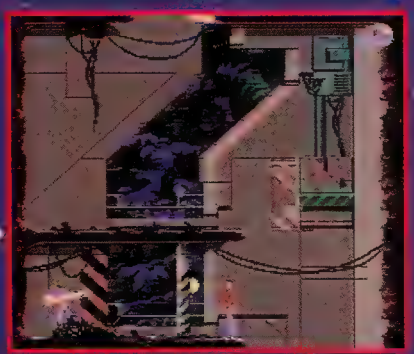
Once you get to the bar, you discover that the cop is in cahoots with the cyborg — and when you go back to see him, he's waiting with a different sort of welcome!



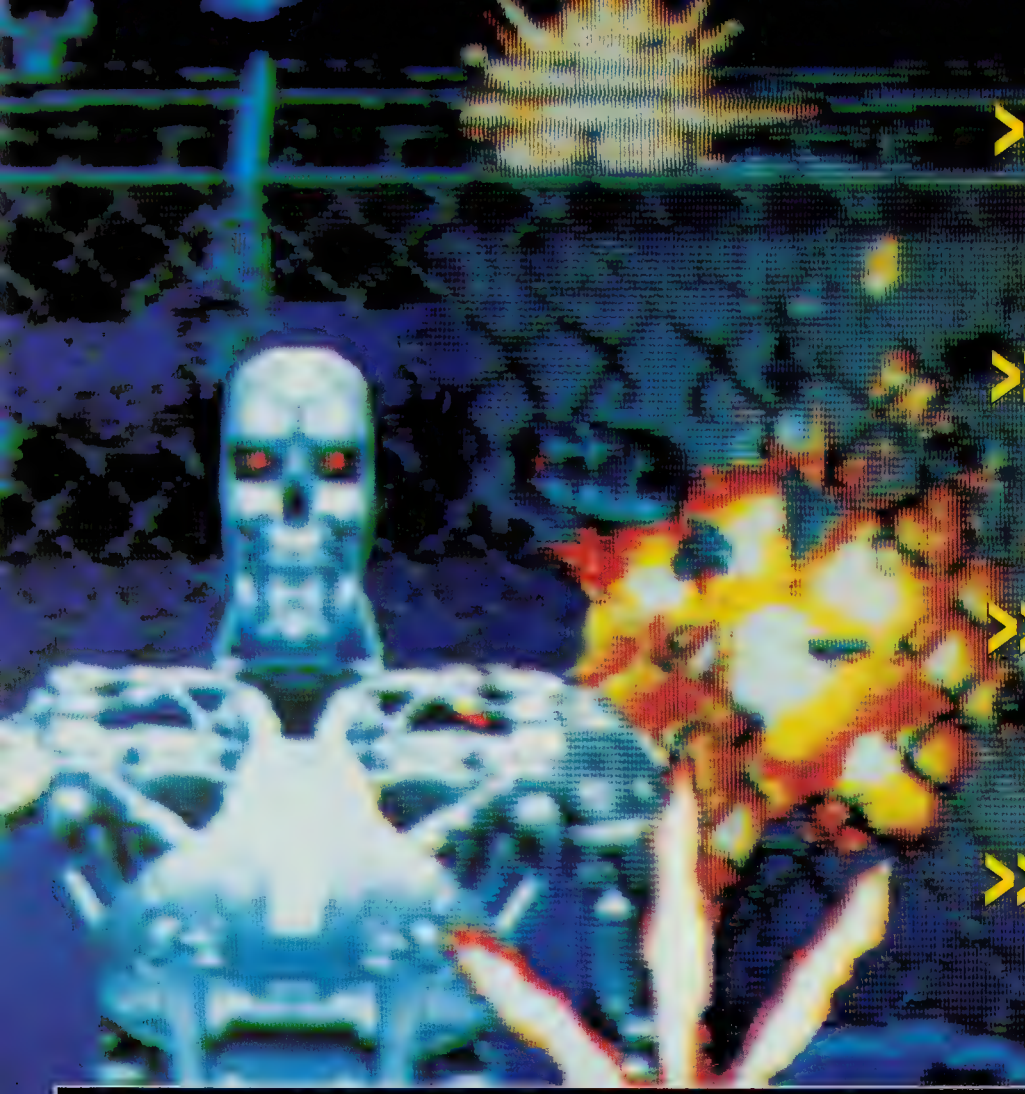
The cyborg hideout is crawling with baddies! When you shoot a cyborg, he turns green (and invincible) and races past you to attack again. As he comes toward you in a blur, roll toward him, then turn around and shoot as he rematerializes.



Your fourth job is a race against time as you try to replace a defective part in New Washington's gigantic heating system. Stand in this spot to insert the card — it won't work unless you're in *exactly* the right place.



Your fifth and last job is to clean a gang of mutants out of Restricted Area 3. To reach the key guarded by this mutant, lower yourself from the upper ledge, activate the force field Ian gave you, then whip out your pistol and let him have it.



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AND HKS
DEFEND HUMAN HIDEOUT
PENETRATE SKYNET
ENTER TIME FIELD

MISSION TWO - TODAY
PROTECT JOHN CONNOR
DESTROY CYBERDYNE
TERMINATE MIMETIC
POLYALLOY T-1000
PREVENT JUDGMENT DAY

WEAPONS - SELECT
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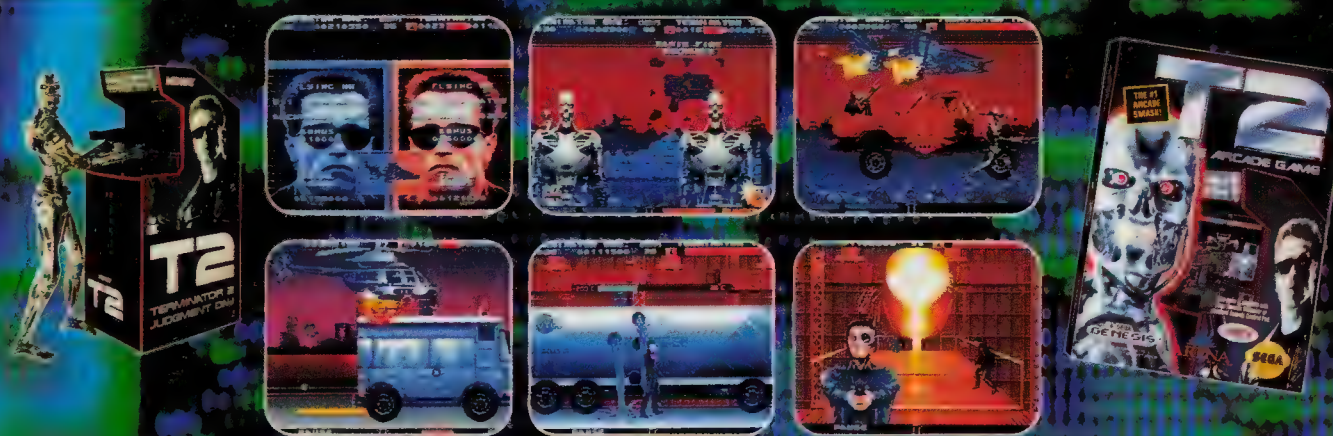

SEGA GENESIS 16 BIT CARTRIDGE

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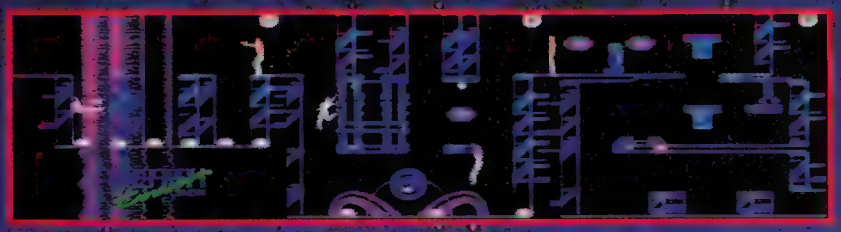
Product Information Number 500

You need to make a *big* jump from one screen to another in order to avoid a land mine. Time your leap right, and you can plop down in front of a mutant and blast him immediately!

The mutants you meet at the end of this mission are wearing jet packs. The best way to fight them is to stand near the edge of the screen, then open fire as soon as they appear.

THERE'S NO BUSINESS LIKE SHOW BUSINESS

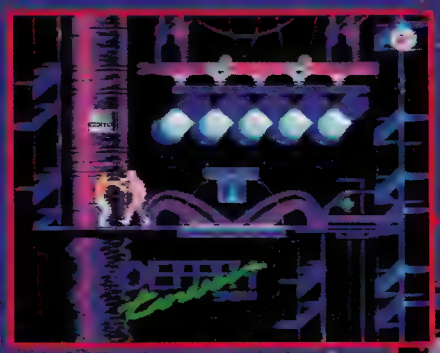
It's showtime! There are 8 levels in "Death Tower," packed with cyborgs, land mines, mutants, laser cannon, and drone robots. Try to get the cyborgs to walk over the land mines — they're easier to kill after that.



Getting safely through these three screens on the fifth floor of "Death Tower" is tough! Jump from the edge of the screen at the far right, making sure you push the action button in order to grab the platform. Take a running jump off the left platform, then get ready for a cyborg and a screen full of mines.

If you can trap a cyborg against a wall and keep firing, he won't have a chance to dematerialize.

Get a good running start from the previous screen, then leap to clear these mines at the fourth floor exit.



The last cyborg in "Death Tower" is the strongest you've faced — but he's no smarter than the others. Like all the cyborgs in the game, his pattern of attack is easy to figure out.

You've won the prize — now get back to Earth before it's too late!

Totally Aaahrr-some!

Pirates! GOLD

Bombarding enemy ships with hull-crushing cannonballs. Crossing swords with scurvy rogues. It's the life of high seas adventure when you climb aboard *Pirates Gold* for Sega Genesis™!

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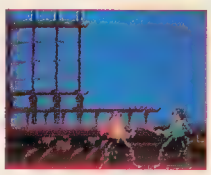

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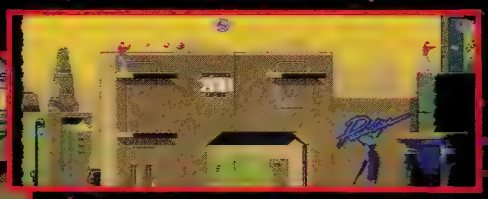
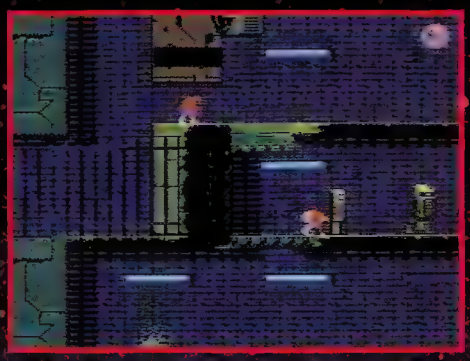
Product Information Number 221

DESTINATION EARTH

You see plenty of guards with jet packs on this level. As in New Washington, the best way to fight them is to shoot them once, then dash off screen. When they follow you into the next screen, blast them back where they came from.

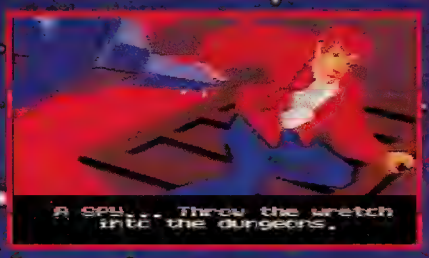


After a quick cab ride, you wind up here. Climb to the top platform on the left to draw two drone robots to you, then open fire. Make a running leap to the right to land on the platform, then do it again to land in front of the window. You know what to do next!



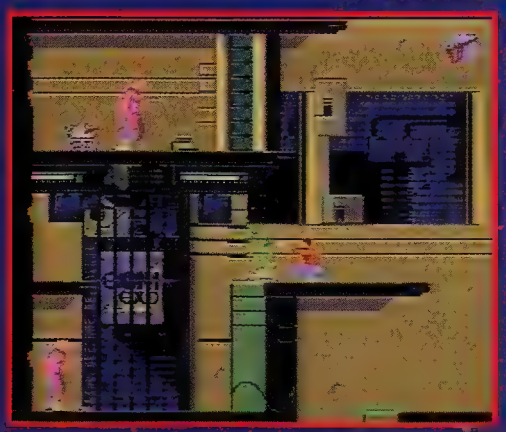
Sensitive trap doors makes it difficult to reach the switch and save-game spot here. Kneel a couple of steps from the top door, then roll right to avoid falling through the bottom door.

The end sequence to Level 4 is very difficult. After you leap over the land mine, a cloud of poisonous gas begins to follow you. Jump just as you leave the first screen, then be ready for a pit full of gas. A floating drone guards the exit.

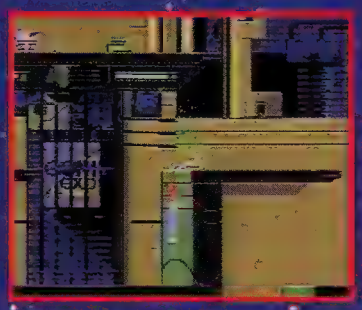


You've escaped the gas, but now the aliens have you in their clutches once again.

With a roving gas cloud moving between the platforms here, the only way down is to throw the teleport receiver to the right. Be ready to fight a robot as soon as you materialize, and *don't forget* to pick up the receiver before you move on!



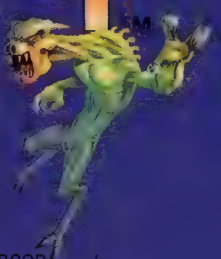
Transmorphs roll along the walls and floors before popping up to deal you a blow. Roll left and right until the morph stops to attack, then squeeze off a shot.



Danger aplenty faces you at the end of level 5. Throw the telereceiver into one of the pits to avoid the gas clouds, but be ready to start slugging floating drones as soon as you materialize. Take out *all* the drones before leaving the screen.

CYBER·COP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.

Just remember CYBERCOP - you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power – everything from hologram projectors to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you – even your own mom will deny that she ever knew you!

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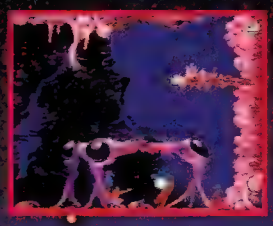
Product Information Number 415

You're stripped of your pistol and thrown in a cell. When the guards come for you, run out the door and jump down to the lower level as soon as you can — you'll find your pistol there.

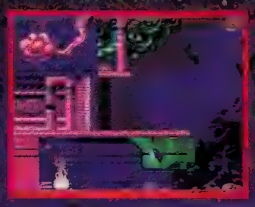
The cyborg at the bottom is guarding a teleporter control and receiver, and you can't finish the game without them. Crouch down beside the gas cloud, then roll left as soon as it stops spraying.

After grabbing the equipment, do a running jump and hang from the ledge until the gas cloud ceases, then immediately pull yourself up.

THE FINAL COUNTDOWN



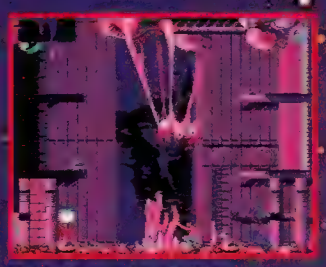
In expert mode, you'll run into three morphs at one time near the start of level 6. The only thing you can do is to keep rolling and shoot whenever you get a chance. Be sure to grab the stone after you kill them all.



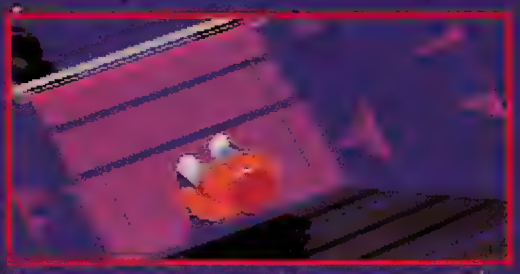
There's a switch you need to activate under this platform. Leave the telereceiver outside, roll under and trip the switch, then teleport back to the entrance.

Here's another place where the receiver comes in handy. Leave it at the top of the screen, climb down and flip the switch before the morph can hit you, then teleport to the top so you'll have some fighting room.

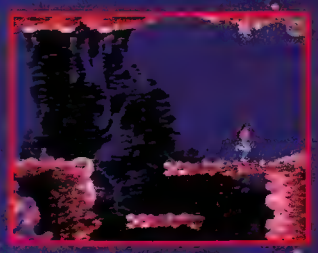
If you find yourself stranded without an elevator here, hang from the ledge on the left, then let go. Press the action button as you fall and you'll grab hold of the next ledge.



This huge brainlike device keeps generating transmorphs, and you can't continue until you've destroyed it.



You've planted a bomb in the core of the planet — now precious seconds tick away as you rush to the surface to climb aboard a space cruiser and make your escape.



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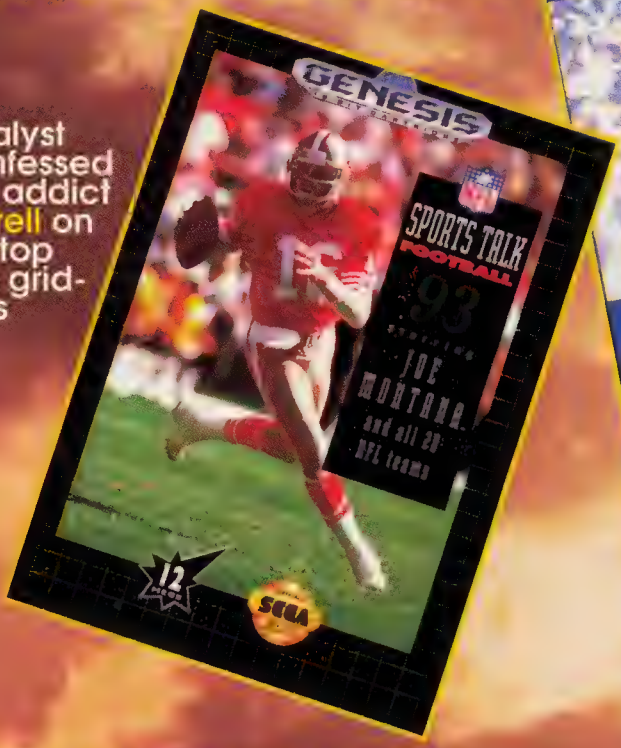
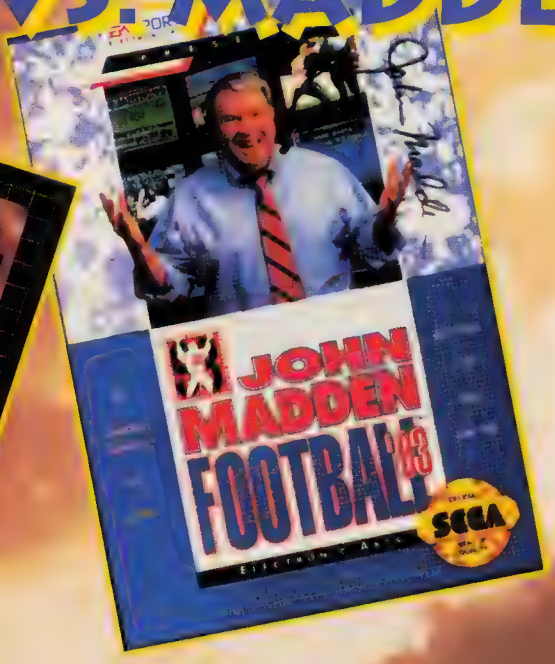
MONTANA VS. MADDEN

Ace analyst and confessed football addict PJ Cantrell on the two top Genesis gridiron sims





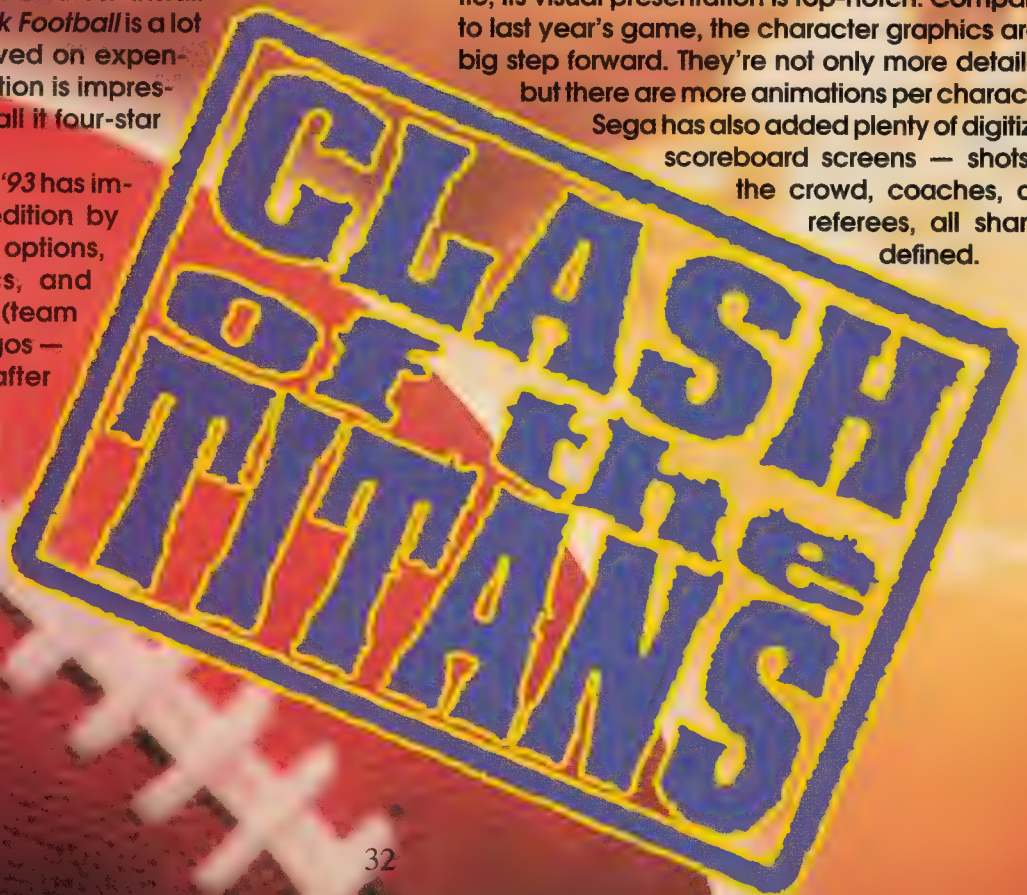
"SPORTS TALK FOOTBALL '93: STARRING JOE MONTANA" BY SEGA OF AMERICA

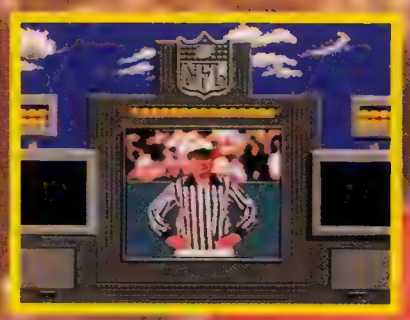
Sitting down with the latest installment of Sega's *Sports Talk Football* is a lot like eating fast food served on expensive china. The presentation is impressive, but you wouldn't call it four-star eats.

Sports Talk Football '93 has improved on last year's edition by beefing up the player options, improving the graphics, and adding an NFL license (team names, uniforms, and logos — no real players). But after muddling through the ridiculously difficult passing game and watching the computer opponent call a running play on third and long for the umpteenth time, I didn't feel like I'd participated in an NFL game.

GREAT VIEW

While *Sports Talk*'s game play isn't very realistic, its visual presentation is top-notch. Compared to last year's game, the character graphics are a big step forward. They're not only more detailed, but there are more animations per character. Sega has also added plenty of digitized scoreboard screens — shots of the crowd, coaches, and referees, all sharply defined.





HE SAID A MOUTHFUL

Designated Sega and Oakland Athletics announcer Lon Simmons is back in *Sports Talk '93*, and he's as talkative as ever. In fact, Lon spouts *twice* as much commentary as he did in the first *Sports Talk* — an impressive feat. You'll still encounter some verbal glitches, like when Lon exclaims "He gets away a beauty" as your punt is blocked, but these are forgivable.

Other than the constant commentary, sound effects are sparse. The crowd cheers appropriately, revving up their decibel level at all the right times. Occasionally you'll hear a player grunt if he's hit hard. But other than that, the game's soundtrack is provided by Simmons.

IF I ONLY HAD A BRAIN

While there's never a doubt that *Sports Talk '93* has a mouth, it's highly debatable whether it has a brain or not. Or perhaps it was given the one labeled "Abby Normal." As with some other Sega sports games, this one can be scored "Looks - 10, Brains - 3."

The computer opponent in *Sports Talk* just doesn't play a very good game of football. What NFL coach would call an inside run on third-and-(very) long? Maybe to surprise the defense one time, or to move into better field-goal position, but almost *every* time?!? There doesn't seem to be any rhyme or reason to the computer's play calling, making for a very unrealistic game.

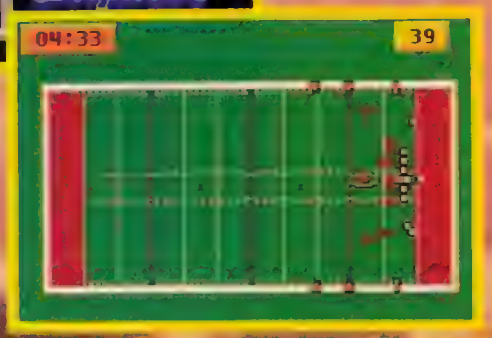
But there are more flaws than just a dim-witted opponent. You get almost no blocking from your offensive line, which makes being a quarterback or running back a dangerous profession at best. Because of your Swiss-cheese line, you'll be forced to do unusual things on offense, such as running outside a lot, or throwing to triple-covered receivers to avoid the sack.

One of the game's nicest features is that you can select your favorite view of the action. You can watch from a vertical-offense perspective (slightly above and behind the quarterback, as in the *John Madden* games), a vertical-defense view (like the vertical-offense, but seen from behind the defense), a horizontal view (as in last year's *Joe Montana*) and a unique Blimp View — a perspective from high above the field, with players represented as Xs and Os. And don't forget the stunning 6x zoom-ins — still the best thing about both *Sports Talk Football* products.

EXTRA POINTS

One area in which Sega has always excelled is in loading up their sports products with extras, and *Sports Talk '93* is no exception. In addition to the aforementioned multiple-playing views, *Sports Talk '93* includes detailed offensive, defensive, and special-team statistics at the end of each quarter.

Thanks to the NFL license, you'll see all the real pro helmets and uniform colors. Sega has also tried to represent the top players on each team. These few team stars are represented by player number, and each is rated in nine performance categories.



THE POST GAME SHOW

Sports Talk Football '93 is a couple afternoons' worth of diversion at best. The frustrating passing game and weak computer intelligence ruin what might have been a top-flight gridiron sim. Next time, maybe Sega will serve something better on their fine china — greasy hamburgers just won't cut it anymore.

SCORE CARD

Graphics: A-
Sound: B
Realism: D
Bells and Whistles: A-
Long-Term Play Value: C-

"JOHN MADDEN FOOTBALL '93" BY ELECTRONIC ARTS

Electronic Arts has become *the* dominant force in sports video games by producing entertaining, high-quality products. So it should come as no surprise to fans of the *John Madden Football* series that the latest installment, *John Madden Football '93*, is another EA winner.

Madden '93 is built on the same platform that made the first two *Madden* games so successful. Once again, you view the action from just behind the quarterback. And of course, EA's trademark passing windows are back, making running your offense a snap.

WHAT'S NEW?

You could criticize *Madden '93* because it plays just like *Madden '92*. But why change a good thing? Basically, *Madden '93* is the spitting image of last year's edition, with some added animations such as head-butts, shoestring catches, and clothesline tackles.

The most noticeable new feature is the addition of eight "greatest ever" teams. Eight of the top Super Bowl teams from the modern era are represented — although, since *Madden '93* isn't NFL-licensed, the teams are only referred to by city and the year of their glory. But you'll know who they're supposed to be. So you can take

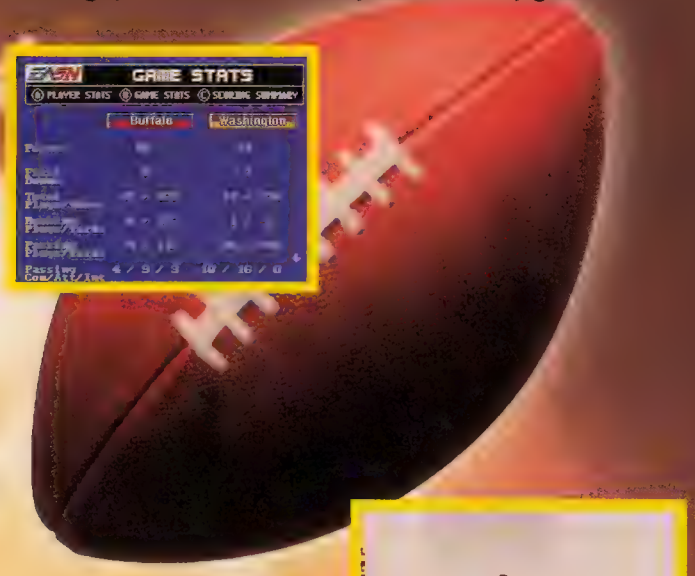
control of Terry Bradshaw and the mighty '78 Pittsburgh Steelers, or try to crush the opposition with the '85 Chicago Bears. There's even a special fantasy playoff scenario, where you can see which of the eight is really the greatest of all time.

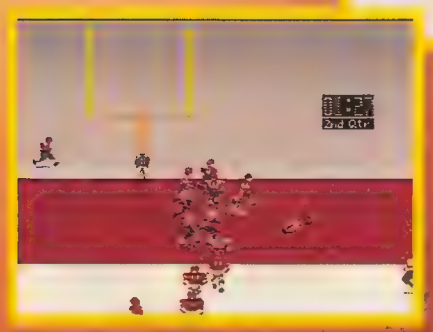
Other changes include a battery backup so you can save your progress during the playoffs, a quarterback 'stop the clock" play, the no-huddle offense, and detailed team and player stats during halftime and at the end of the game.

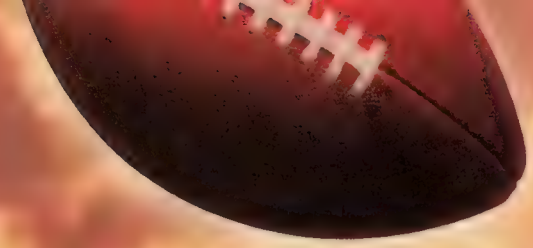
WAITER, THERE'S AN ANNOUNCER IN MY SOUP!

In an apparent effort to compete with the chatter in *Sports Talk Football*, *Madden '93* adds digitized commentary by Madden himself. John spouts such Maddenisms as "Where'd that truck come from?," "He'll feel that one tomorrow," and "Boom! He's on his back!" This is a nice touch at first, but it quickly becomes Madden-ing!

The sound effects and music are a near duplicate of the earlier *Madden Football* games — lots of player grunts, crowd roars, and a rock-and-roll soundtrack. While adequate, these sounds are nothing special, and definitely due for an upgrade.







FOR WHOM THE BELLS (AND WHISTLES) TOLL

One area where *Madden '93* falls short is in the bells-and-whistles category. The manual no longer has that "written by John Madden" feel. It's become a generic how-to-play guide. And each team uses the same offensive and defensive plays — unlike *Sports Talk '93*, where plays are team-specific. And *Madden '93* only gives you one view of the action — although personally, I don't mind since it's the best view. Still, some players might want more visual variety.

THE FIFTH QUARTER

John Madden Football '93 remains the state-of-the-art pigskin sim when it comes to 16-bit gridiron gaming. Electronic Arts has consistently maintained its high quality through yet another year, setting the mark at which other licensees must take aim. It should prove interesting to see how EA upgrades its *Madden* line from here. Maybe a CD-ROM version? Be here next year to find out!

SCORE CARD

Graphics: B+
Sound: B-
Realism: A-
Bells and Whistles: B
Long Term Play Value: A

JOE VERSUS JOHN

This marks the third year that Sega and Electronic Arts have gone head-to-head in the football category. So far, Sega has come up on the losing end of these clashes, and for one simple reason: substance. The *John Madden* games are packed with sharp computer intelligence and obvious football savvy, so you'll get in a good game even in one-player mode. The *Sports Talk* games are filled with flash and glitz — nice to look at, but not as much fun to play. While *Madden* gives you ratings for every player on your team, *Sports Talk* just highlights a few. *Madden* is user-friendly and easy to control, whereas *Sports Talk* can be cumbersome and just doesn't feel as much like football.

If you're like me, you'll take substance over glitz any day.

GP

STREETS OF RAGE 2

Chris Slate

February 5, 1993

TO: Capt. Morrigan, Exceptional Crimes Division
FROM: Sgt. Slate
RE: The Mr. X File
FOR YOUR EYES ONLY

Here is the file you requested on the Mr. X case. Inside, you'll find all the current information we have on the notorious X Gang, their hide-outs, and X's latest mad attempts to take over the city. We also have detailed info on the four kids that took him down.

It all started when Mr. X reappeared. Don't ask me how he came back because as far as anyone knew he was as dead as the Warsaw Pact. It's weird, I tell you. The boys in forensics are checking into it, so you can read their report later. Anyway, all that really matters is what went down once he did appear — exactly one year after his first "death."

The first thing he did was kidnap Adam, one of the kids who busted him the first time — probably to lure Axel and Blaze out into the open. He must've really had it in for those kids. What he didn't count on was Axel's friend, Max Thunder, and Adam's brother, Skate Hunter. With their added muscle, Axel and Blaze were ready for just about anything that Mr. X could dish out. The four of them would eventually battle their way through the toughest districts in town and face X himself in his high-rise office. The scene got out of control before we could get to there. We did get pictures of most of the action using the building's security cameras, as well as local news footage.

I'm still working on the investigation, and anything else I dig up will be forwarded to you immediately.

Sgt. James Slate
Homicide Dept.

Max Thunder is a friend of Axel's. When he's not busting heads on the street, he's busting them in the wrestling ring. He's as slow as they come, but he can't be beat for sheer power. Once he gets his hands on someone, it's all over.

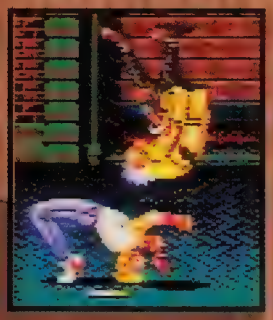
You'll remember Axel from the last Mr. X caper. He can do a little of just about everything— he's fairly strong, he's pretty quick, and he has a good assortment of martial-arts moves at his disposal.

Blaze is the other kid from the first battle. What she lacks in power she more than makes up for with "blazing" speed. She knows many of the same moves that Axel does, plus many more deadly originals of her own.

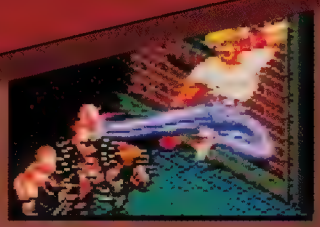
Skate Hunter doesn't look like much, but this kid'll take down punks three times his size! He must have picked up some tricks from Adam, his older brother. Anyway, he doesn't have power like the other guys, and he doesn't have Blaze's speed, but he makes up for it with his unorthodox techniques.

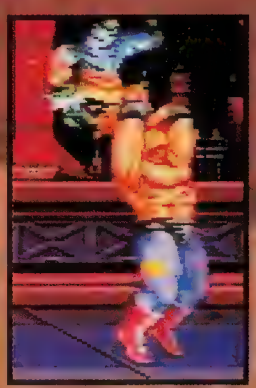
We came across this photo purely by accident. It shows the camp where the kids trained for the battle.

RAGING THE STREETS

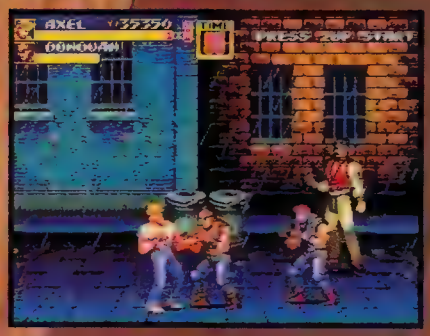


Our surveillance cameras were able to pick up most of the action. These shots are just examples of the tremendous abilities of these kids. Each of them knows so many combat techniques, they keep the bad guys guessing!

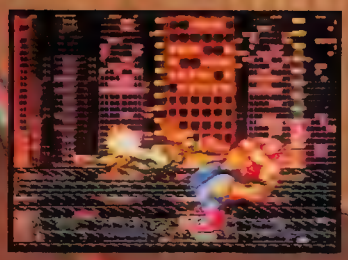




THE X GANG

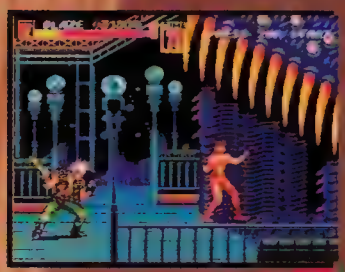


Barbon uses rapid punches and round-house kicks to down his oppo-nents. He won't hesitate to toss you around if you get too close. It's best to attack him with distanced attacks, like jump-kicks.

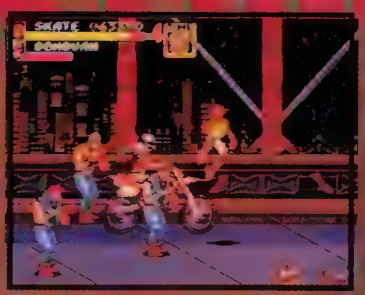


Jet is another of Mr X's more power-ful sol-diers. He flies around out of reach, then swoops down to attack. The trick here is to watch his shadow. Stand right in front of it when you attack with a jump-kick.

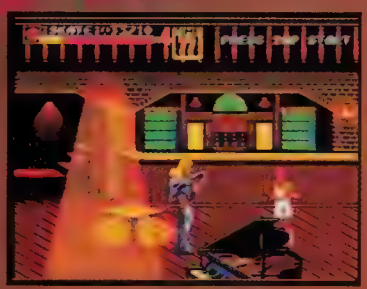
These guys are simple thugs. They can't really hurt you unless they're in packs. Always get rid of them before going up against any major contenders.



Beano can be deadly with a blade, and he seems to have an almost unlim-ited supply of them inside his jacket. While a crafty fighter might try taking a knife from him, most guys just walk down on him from above and slam him.



These bikers always attack in gangs. If you're not in front of one, don't worry. If you are, try to jump-kick the rider off his bike as he charges. And don't stand near a fallen bike — it'll explode!



If you're not care-ful, these girls will fry you with their electric whips! Attack from above or below, but never from the front.

You don't always have to rely on martial arts to down en-emies — many of them carry some mean weap-ons, and they're yours for the taking.

STREETS OF RAGE 2

GP

Sega Guide!

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SB02

SUPERMAN™

As Round 1 begins, the Man of Steel races through Metropolis to find and rescue a group of missing children. You're armed with many Super Powers, but don't be overconfident — in this game, even the weakest enemies can hurt you.

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GENESIS/SUNSOFT

Sunsoft, 11165 Knott Avenue, Cypress, CA 90630.

Look! On your TV! The fabled *Man of Steel* lives on in *Superman* for Sega Genesis!

Trouble is brewing in *Metropolis*. *The Prankster* has escaped from prison, and children are disappearing from the city's schools and playgrounds. And when Superman solves this case, mysterious deaths on the city's new subway system lead him to the evil *Metallo*, and a dangerous plan to rob Metropolis City Bank.

No sooner has Superman dealt with this nefarious scheme than an even greater threat emerges from the coldest reaches of the galaxy. *Brainiac*, one Superman's oldest foes, has taken *Lois Lane* hostage in an effort to draw the Man of Steel into fighting him on his own turf.

Will Superman prevail against this dire threat? The lives of Lois Lane, the children of Metropolis, and Superman himself hang in the balance!

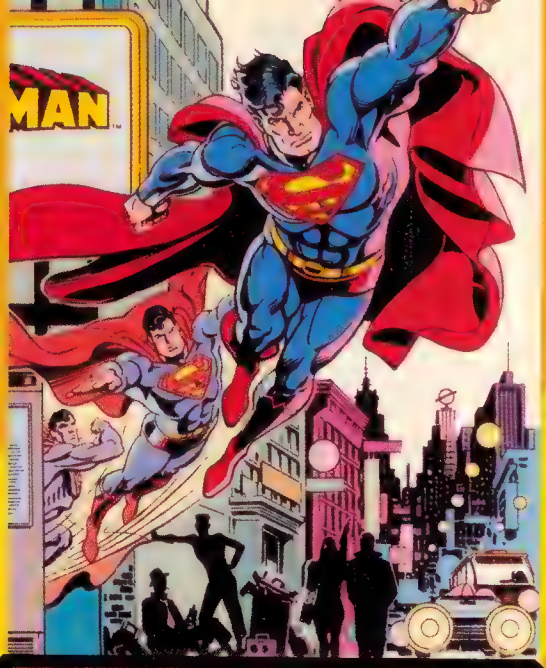
Jeff Lundrigan

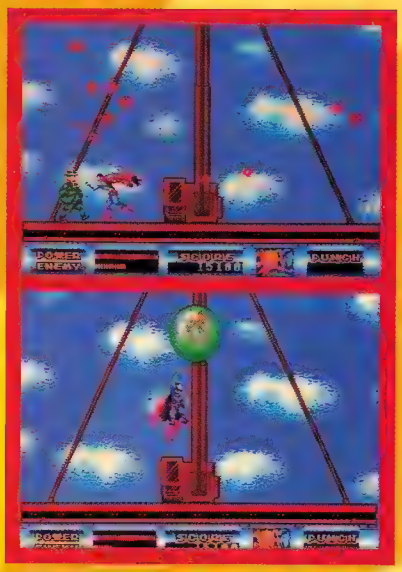
Faster than a speeding bullet, Superman runs across the rooftops of Metropolis. You can defeat most of the bad guys you meet with a single blow, but don't forget that Superman can also destroy enemies by jumping up into them, or down on top of them.

Sometimes it's best to play it safe. These small saucers are more dangerous than they look, and can be tough to hit as they whirl around. Just stand and wait for them to move off.

Larger saucers attack three times during this stage. It takes several of your regular punches to destroy them, but you can take them out pretty quickly with your Sonic Punch.

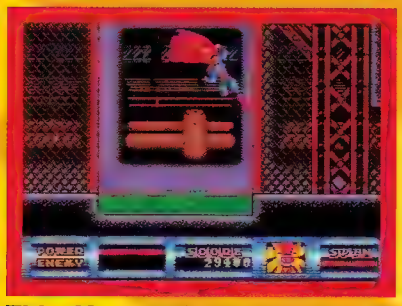
While flying up this sky-scraper, stay between the rows of windows and about two-thirds of the way up the screen. Shoot the attack saucer as rapidly as you can to keep it away, and only turn around to shoot the flying gunners behind you when you absolutely must.



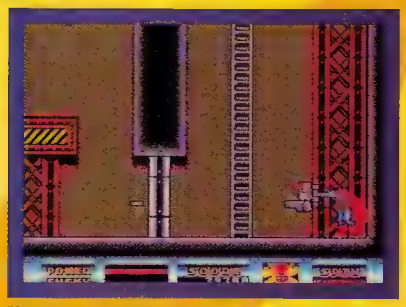


The Prankster isn't a very tough opponent. Get in close and use the Sonic Punch, then stand and hit him as fast as you can. When the explosive flowers begin to float down, dodge between them. The Prankster also floats around in big green bubbles, attacking from above. Use jumping attacks to knock him down.

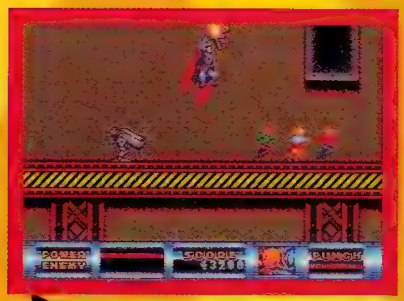
The Prankster defeated, Superman travels into the tunnels beneath Metropolis to free the missing children.



This *Kryptonite* pool is much too wide to hop over. Try a running jump instead.

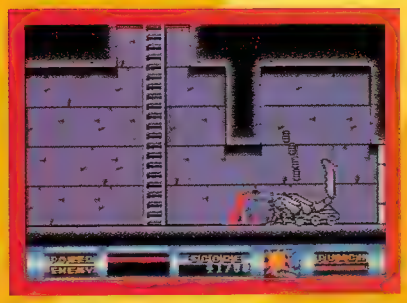


Track guns surround you as you descend into the tunnels. Stay safe — hit them from behind whenever you can. Running jumps are also effective when you can't get behind them.



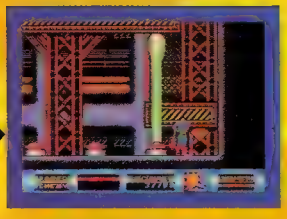
Don't worry about protecting the kids once you find them. The ceiling guns can't hurt the kids, but destroying them is the perfect way to show off your jumping attack. Try to take out the robot on the way down.

While working your way up the room with the central electrified platform, be sure to find this power-up in the upper right corner of the room — you'll need the punch power to break down a door.



When you reach the bottom of the last ladder, head to the right. These robots are tough, but they're holding another group of kids.

This armored tank shoots a Kryptonite beam. Duck under it, run up and hit the tank with a Sonic Punch, then run away. Don't get too close when you hit the tank or you won't be able to turn around fast enough to get out of the way.



Keep watch for these deadly Kryptonite beams. They can be a real hazard as you work your way through the tunnels.

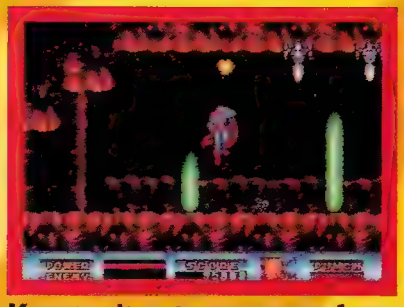
Metallo waits on the lowest level, obviously preparing to rob the Metropolis City Bank. Watch out for his energy ball — it boomerangs back to him. Duck and stay down until the energy ball returns to Metallo.

After a savage beating, Metallo breaks through the floor and flees into the subways with the Man of Steel in hot pursuit.

The subway is filled with giant mechanical spiders. The spiders themselves are harmless, but the baby spiders they drop bite Superman's feet. Run away to the left, jumping the speedy critters as you go.

At the end of the subway, Metallo makes his last stand. Hit him a couple of times, then duck — he'll jump right over you. Stand back as he shoots, then move in for another hit.

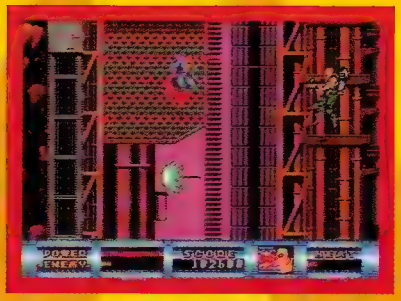
Near the end of this freighter, Superman encounters a pair of deadly sentry droids. Duck between them to dodge their shots, then run over and hit one of the droids with a Sonic Punch. Duck again, then get the other droid.



Kryptonite steam pours from the floor here. Wait for it to stop, then run forward and hit the robots on the ceiling with a jump attack.

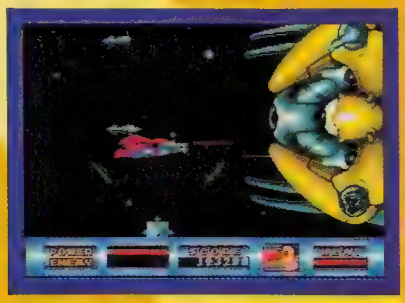
Superman's having a tough day! Lois Lane has been kidnapped by the evil mastermind Brainiac, and Superman flies across the ocean to her rescue. Use your Heat Vision to clear a path through the airborne enemies, dodging them whenever you can.

This huge attack droid waits in Brainiac's cavernous hideout. When you attack, it flies away and then charges back for more. Time it right, and you can pound it just like a big, mechanical paddle-ball.

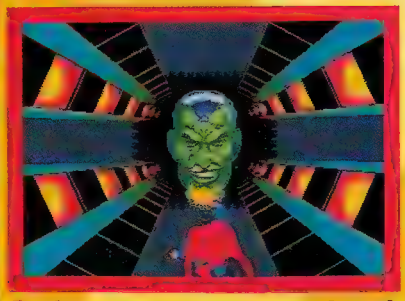


At the end of the cave is a jet-powered soldier who'd love to rip you to shreds. Fly up until you're even with him, blasting away with your Heat Vision, then dodge back to the left when you hit the top of the chamber.

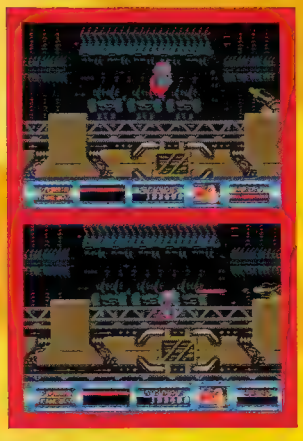
As Superman chases Brainiac into outer space, he encounters circling attack droids. Keep shooting, and move up and down to dodge their fireballs.



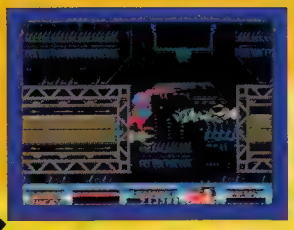
The entrance to Brainiac's battle station is guarded by cannons and rocket launchers. Focus on one weapon at a time rather than trying to damage them all a little at a time.



As he enters the huge battle station, the Man of Steel is taunted by a holographic image of Brainiac!



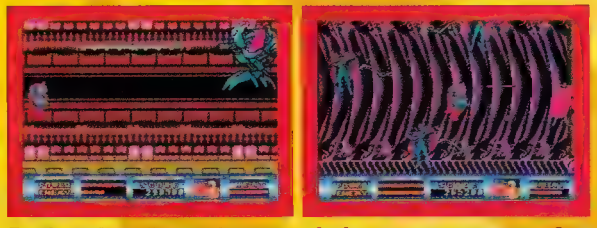
Sentry guns are scattered throughout the station's corridors. Stay back and slightly above them so they shoot upward, then quickly zip down and blast the guns with Heat Vision.



In the vertical shafts, ray-barrier generators block your way. Wait until they're moving in opposite directions, then quickly move in and destroy one at a time.

TM

The final series of teleporters are guarded by four big, mean, and very ugly alien critters. Stay just off the floor and shoot them with your Heat Vision. They'll charge at you, but wait until the last possible second before you fly over and around them.



Defeating Brainiac won't be easy — even for Superman! First he comes at you in a fast-moving attack pod. If you destroy the pod, *four* Brainiacs will swirl around you — and only *one* is real! *"This is a job for Superman!"*

GP

ROAD RASH II

Genesis
Electronic Arts

Vince Matthews

So you think you're ready to take on the big boys. You think just because you limped your way to the finish line in the first *Road Rash*, you can handle anything. We got news for you, slacker — you're wrong.

Remember Slater, Natasha, Rude Boy, and Axle? Well, they're all back. And they've brought some deadly friends with them.

Road Rash II picks up where the EA blockbuster *Road Rash* left off. With better graphics and animation and a two-player mode, this game moves like nothing you've ever seen before. In fact, this is the best racing simulation available for the Genesis to date. It's much faster, tougher, and dirtier than the original. The tracks are longer and scarier, and the other bikers are a lot more aggressive.

So get ready, because you're about to find out how it feels to eat a car's bumper at 160 mph.

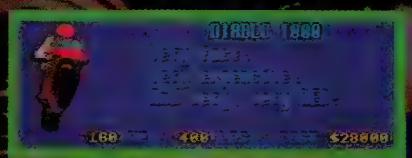
You still think you're up to it? Fine. But get ready to have your head handed to you on a platter.

See you in the emergency room.

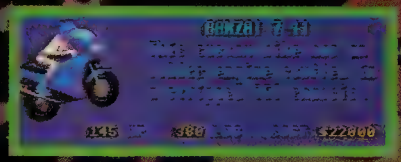
Electronic Arts, 1450 Fashion Island Blvd., San Mateo CA 94404

Get Your Motor Runnin'

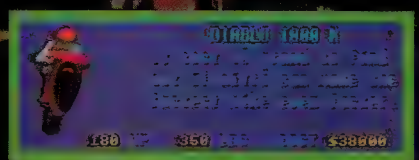
Check it. These are the best bikes money can buy. If you're good, maybe you'll earn enough money on the circuit to afford one of these babies. Until then, take a look around the showroom.



At a mere $28,000, The Diablo 1000 is the best Super Bike money can buy. It's top speed is 160 mph. But don't waste your money until you learn how to control all that power. It has a tendency to get away from you on tight curves.



The Banzai 7.11 is the top of the line in the Ultra-Light class. It handles like a champ even at its top speed of 156 mph.

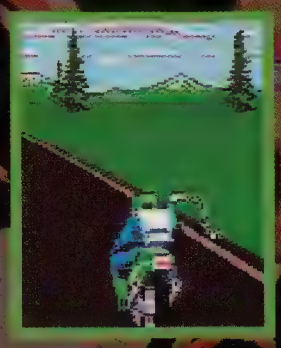


You want speed? You got it! This is the cat-daddy of the Road Rash circuit. The Diablo 1000 N is a nitro-injected bullet bike. Hit the nitro and hold on! Think you can handle it? Dream on, grease boy.

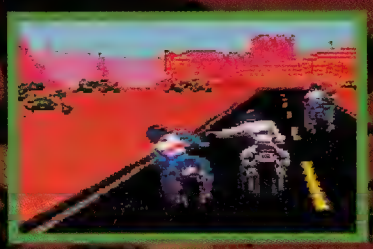
Head Out on the Highway

You're gonna need more than a fast ride to tangle with this new bunch of bikers. EA has put a mean twist on *Road Rash II* by sanctioning some new weaponry.

The Club: The old standby. Bash the bad bikers upside the head, and keep on ridin'. But you've got to take it away from someone first!



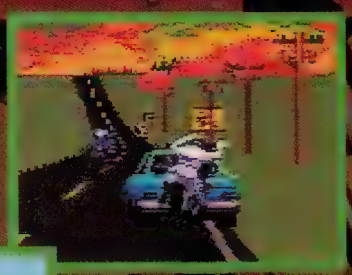
The Chain: If you see a rasher tossin' this thing around, stick with 'em and grab it. A taste of this bike chain will lay low even the toughest dudes.

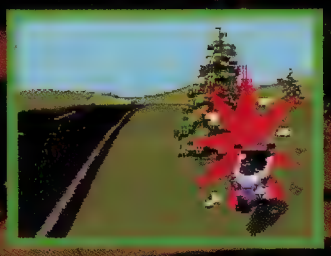


The Five-Finger Wake-Up Call: A leather-wrapped fist in the chops can slow down any problem biker.

The Kick-Back: A good kick'll throw most rashers to the pavement — especially handy for shoving opponents into oncoming cars. Keep this move ready as you battle for first place.

Lookin' for Adventure?

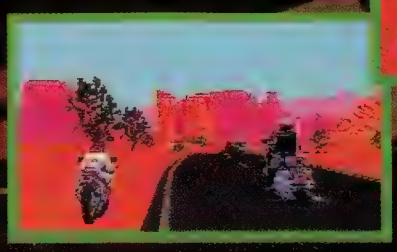




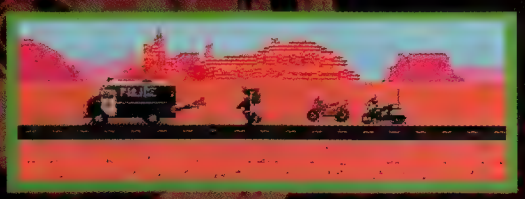
Man, I could use a Goody's Powder!

Wrecked! Reset the game and use a previous password so you won't loose too much money making repairs. Then get back on those 150 horses and try it again.

One of the most common ways to bite it on the open road is to kiss the grill of an oncoming car.



Getting busted by the cops is another way to loose a race.

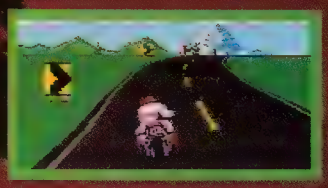


Nabbed! Again, reset the game and use a previous password — or, you can take it like a chump and pay the fine.

Whatever Comes My Way

The Road Rash tracks are filled with deadly obstacles that can put you on your backside in no time. Here are a few of the things to look out for — and how to avoid them.

Car: Stay in your own lane, or WHAM! Slow down and take the shoulder when approaching a blind spot.



Signs: Stay on the shoulder too long, and you're bound to get a quick close-up of a traffic sign. Keep the bike on the road and you won't have to worry about it.

Roadblocks: The cops like to make rashers work for a win, so they throw these things up everywhere. Be prepared!

Animals: Sure, they have a right to be there. But grazing in the middle of the road? Be especially careful through Vermont and Alaska, or you may have a Mooooooving experience.

Cops: These wannabe rashers can really put a damper on a good time. Pull your bike to the opposite side of the road when they move to cut you off, then dust 'em.

Crossroads and Buildings: Slow down at crossroads! Slam into the sides of a few cars and buildings if you want to know why.

The Big Spill

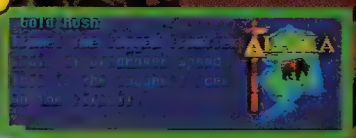
Every track is covered with road debris, sand, and oil slicks.

If you run through oil or sand, you'd better shake the stuff off your tires before you try to take a turn. If you don't, you'll lose traction when you need it most.

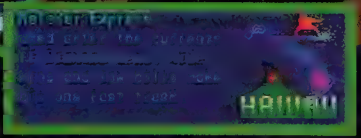
Steer into the skid if your bike starts to slide. *Never* slam on the brake!

Hit one of these slicks and get ready to kiss the pavement.

The Road Rash Circuit



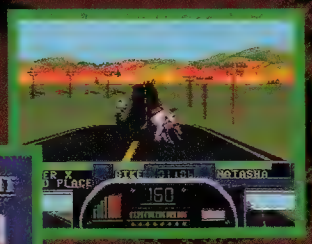
In the straightaways, use nitros to extend your lead. You'll soon find out why they call this the Molokai Express.



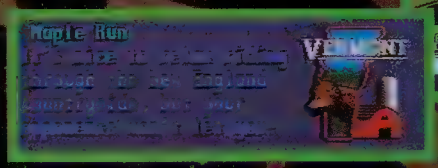
Keep your eyes peeled for moose, deer and bears! For some real bang-time, use tents as ramps and fly the friendly skies.

The sand along the road can give you a rasher-sized headache. Stay off the shoulder.

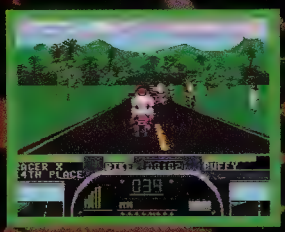
Mile-markers and farm animals are your main concern while ripping through the valley. Scream to the front of the pack, then slow down and settle into a comfortable cruising speed.



Don't take your mind off the race to admire the beautiful countryside in Vermont. Keep your eyes on the horizon and your attention focused.

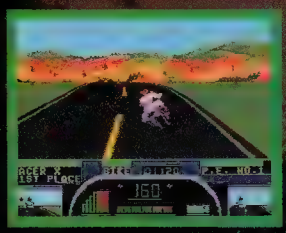


Rasher Tips



Use nitro to bolt ahead of the pack, then just stay on that bike! Once you've gained a fair lead, even a bad spill won't put you any further behind than second.

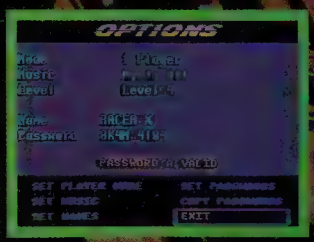
Don't pick a fight as you move through the pack. It's a waste of time, and can be very dangerous. Of course, if some Bozo tries to stick it to you, take him down!



Once you've reached first place keep an eye on your rear view mirror. As long as nobody's on your tail, you can afford to take it slow and easy when you have to.

Hug the inside through turns, and don't be afraid of a little brake action. It's better to lose speed than go down.

When the traffic gets heavy, slow down and don't make mistakes.



Remember to write down your passwords, the game won't remember them if you reset.

Catch some serious air by using a nitro just before you peak a hill. You can use this trick to rocket ahead of other rashers and avoid oncoming cars.

NIGHT TRAP

SEGA CD
SEGA OF AMERICA

Jeff Lundrigan

Something is rotten in the wine country of Lakeshore. There's been a series of unexplained disappearances at the estate of Victor Martin — in all, five young women have simply dropped off the face of the Earth.

Enter S.C.A.T., the Sega Control Attack Team. Thanks to the success of operation Trick Wire, S.C.A.T. has gained control of the security system in the Martin home. The system is an odd combination of hidden surveillance cameras and deadly traps, and with this hardware SCAT is determined to keep the next group of guests alive.

Using the cameras and traps, you have to stop deadly Augers — creepy vampires in rubber suits — from getting into the house and eating the young, perky visitors. But there's not an animated sequence in sight. Thanks to the full-motion video technology of Sega CD, Night Trap is all live action, with real actors — even Dana Plato from *Dif'rent Strokes!*

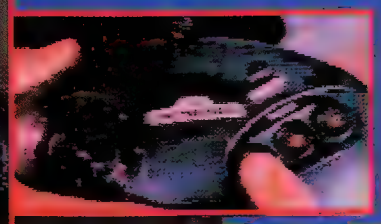
Sega of America, 130 Shoreline Drive, Redwood City CA 94065

GET A HEAD START

Night Trap is played in real time, and everything that goes on in the house happens whether you watch it or not. The following chart gives you the times and places to catch every Auger that comes into the Martin home throughout the first half of the game.

Time	*Room*
0:12	Hall 1
0:25	Living Room
0:35	Bedroom
0:42	Bathroom
0:50	Bathroom
1:07	Living Room
1:24	Kitchen
1:39	Entryway
2:58	Entryway
3:14	Hall 1
3:26	Bedroom
3:33	Living Room
3:42	Hall 1
3:48	Driveway
4:13	Hall 2
4:20	Bathroom
4:40	Bedroom
4:55	Living Room
5:06	Living Room
5:33	Bedroom
5:37	Driveway
5:40	Entry

Access Code Change



The game begins with Commander Simms giving you a tough but thorough briefing...

...trouble is, while you're getting briefed, Augs are running amok in the Martin house! Hit the Start button and get movin'!

When the meter moves into the red zone, hit the B button and trap those creepers!

About one minute into the game, you get to meet the Martin family. Manson family is more like it!

At 2:00, the girls arrive. The Martins watch as they pull up in the driveway, and from the drift of their conversation, they're up to more than a weekend of Trivial Pursuit!

5:54	Living Room
6:10	Hall 1
6:20	Hall 2
6:50	Hall 2
7:05	Kitchen
7:27	Bedroom
7:42	Driveway
7:50	Hall 1
8:03	Bedroom
8:14	Hall 2
8:28	Hall 1
8:40	Bedroom
9:01	Living Room
Access Code Change	
9:12	Living Room
9:22	Entryway
10:48	Hall 2
10:54	Driveway
10:59	Driveway
11:31	Hall 1
12:04	Living Room
12:37	Bathroom
13:16	Hall 1
13:37	Entryway
Access Code Change	

Watch in sheer amazement as the girls enter the Martin home — in spite of the ominous shadows creeping across the roof!

At 5:40 in the entryway, the Martins decide to change the security system access code. At 5:54, an Aug comes in through the living room — use the old code! Don't use the new code until you trap the Aug in hall 1 at 6:10. Sneaky, huh?

At 6:00, the girls all throw a party in the living room. You can't afford to sit around and watch though, since Augs are pouring into the house the whole time!

After the party, the Martin kids decide to change the code again. This time, you can use the new code right away, at 9:12 in the living room.

The girls go upstairs and get situated in the bedroom, where they make a couple of odd discoveries. Meanwhile, downstairs in hall 1, Bobby is making a few discoveries of his own!

After 13:37 you'll have to switch disks, and from there you're on your own. Keep an eye on the "possible" meter and write down the time when an Aug comes into the house, then quickly skip through the rooms until you find where they came in. Next game, make sure you're in the right room when the time rolls around. Get in the habit of hitting the START button after every capture or when you switch rooms — this stops the clock.

Remember, your objective is to trap the Augs, not to sit there gawking at the antics of a bunch of teenage girls! If the girls are doing something in one room, chances are the Augs are getting in somewhere else!

Lisa, on the other hand, is a little slow to catch on. If you manage to save her, head downstairs for another access code change at 13:37.

Mess up during the Aug attack and the consequences are fatal for both of you — Lisa dies and it's Game Over for you!

NIGHT TRAP

GP

SEGA OF AMERICA

Sega of America, 130 Shoreline Drive, Redwood City CA 94065

Consulting Detective SHERLOCK HOLMES

Vince Matthews

A crime has been committed. In fact, *three* crimes have been committed, and Scotland Yard hasn't a single suspect. Enter Sherlock Holmes, London's resident super-sleuth. He always seems to get to the bottom of things, and he brings excitement to every case. And now, he's hard at work on Sega CD.

One of the pack-in discs that come with Sega CD, *Sherlock Holmes: Consulting Detective* by Icom Simulations will test both your skills and wits with each surprising case.

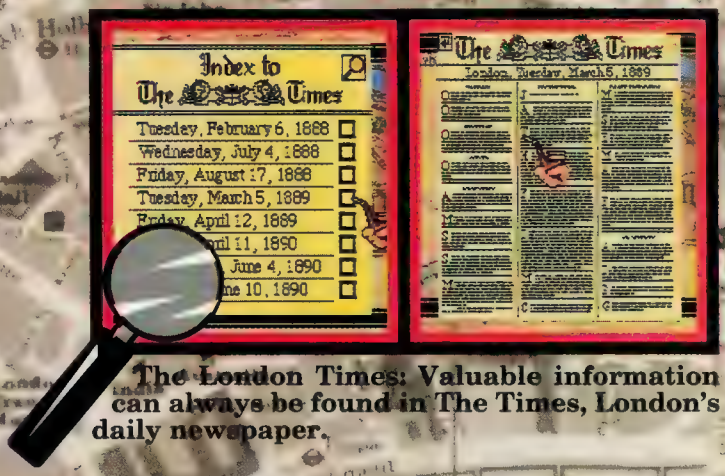
Sherlock Holmes: The world's greatest detective. Listen carefully to his instructions before playing the game.

Notebook: Your notebook records the details of each case. Use it whenever you need to review the facts.

SUPER SLEUTHING

For an excellent introduction to the game, let Holmes and Watson guide you through the case of the Mummy's Curse. They'll offer you clues, and show you the best way to solve the mysteries. Use their hints as a guideline for the other cases. Detect and deduct with the best, solve the crime, and bring the case to trial and convict the criminal. Good luck, detective!

London Directory: You'll find most of the people and places involved in each case in the London directory.



The London Times: Valuable information can always be found in The Times, London's daily newspaper.

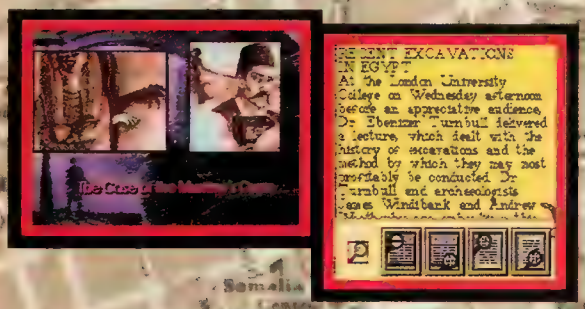
Holmes Files: Holmes keeps detailed files on just about everyone in London. Use the files to check references and clues.

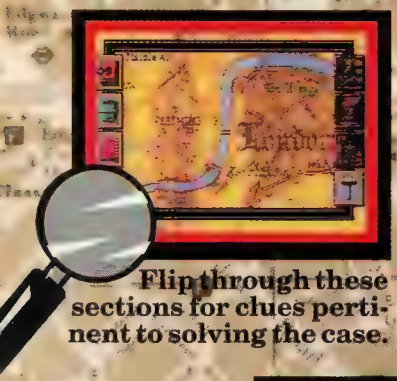
The Irregulars: This group of street urchins does a lot of Sherlock's leg work. Send them to shipping companies and the like.

Sherlock's Sources: Holmes knows a lot of people in London, from many different walks of life. They're all invaluable sources of information.

THE MUMMY'S CURSE

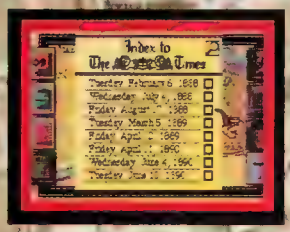
Now that you know how to use each of the icons and how to gather evidence, it's time to get cracking on the next case. Remember, only the correct clues will help you solve the case and bring it to trial. Listen carefully to *everything* whenever you question a suspect. So, now, let's solve our first case. It involves the mysterious deaths of three men — Andrew Weatherby, Ebenezer Turnbull and James Windibank. And there's also the small matter of an ancient Egyptian curse...





Flip through these sections for clues pertinent to solving the case.

As the case begins, we join Sherlock and Watson in their study. Both are intrigued by the latest bit of news in The Times.



Take a look at the Times yourself. You might spot something important!

FINDING THE CRIMINAL

Begin by talking with Henry Ellis, the editor of The Times. He'll give you an important lead.

Philip Travis wrote many of the articles about the murders. But you suspect he knows quite a bit more than he's telling.

Check both London University and the London Library. Both are excellent sources for information on ancient Egypt.

The three victims were somehow linked with mysterious cargo on the steamer Eastern Empress. Andrew Weatherby was found dead on the vessel. Herman Ramsey is the ship's captain.

Captain Ramsey offers some gruesome details.

Ramsey leads us here, to Luther Tenney. Tenney is the 1st Officer onboard the Eastern Empress, and he was in charge of the murder investigation aboard the ship.

The plot thickens!

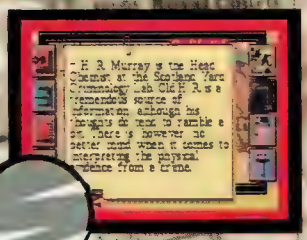
Andrew Weatherby's widow is understandably upset. She doesn't offer much information, though.

After visiting Weatherby's widow, you might think to visit Mr. Anthony Uruburu. Unfortunately, this proves to be a deadend.

Quintin Hogg is the head of Scotland Yard. Although he means well, again we don't learn anything new.

On a whim, Holmes decides to send the Irregulars to check the passenger list of the Eastern Empress.

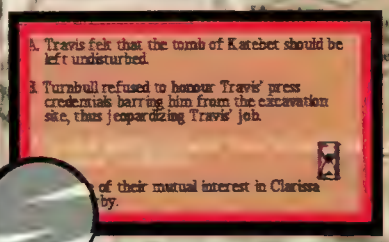
Sir Jasper Meek, a physician, and H.R. Murray offer some excellent forensic information. Murray is the head chemist at Scotland Yard.



We're getting close! Remember to refer to your files and finish gathering miscellaneous information.

Porky Shinwell might have an important tip.

With the evidence we've collected, it's time to try the case. If you're still unclear on who committed the foul deeds, go over your notes again.


A. Travis felt that the tomb of Katebet should be left undisturbed.
B. Turnbull refused to honour Travis' press credentials barring him from the excavation site, thus jeopardizing Travis' job.

We now know Philip Travis committed all three murders! Quite a busy man, eh' Watson? Now select the correct motive, and solve the case. (For the 1st murder, motive C is correct. For the second choose motive D, and for the third murder, choose motive B.)

Congratulations! You certainly were thorough. Now use the process of deduction to solve the other two crimes. Remember, check the papers and your sources first. Then follow the clues and references you find. Now off you go. The game is afoot!

GP

An Interview with Sega of America's Ed Annunziata

Every so often, a game based on a totally new concept is introduced — a concept so original that the game doesn't fit into any established categories. With its awesome, detailed graphics and unique storyline, *Ecco the Dolphin* for Genesis is just such a game.

One feature which makes *Ecco* so incredible is its realism. We talked with executive producer Ed Annunziata, who came up with the original concept for *Ecco the Dolphin* and supervised every aspect of the game's development.

Q: What do you do for Sega?

A: I produce video games. Most of the work we do involves hiring outside companies for programming, art, and music. We determine what we want to do in-house, then find the appropriate talent to make it happen. My first love has always been video games. As an executive producer, I manage other producers, but my deal with Sega states that I also get to work, hands-on, with at least one title at a time. And *Ecco* was a product I was *extremely* involved with.

Q: Is your work rewarding?

A: Yes. With a game like *Ecco*, my work is seen by at least 500,000 people, so I sometimes feel like Steven Spielberg. I mean, I can go for the flash and spend the extra money to create incredible special effects.

Q: What other Genesis titles have you worked on?

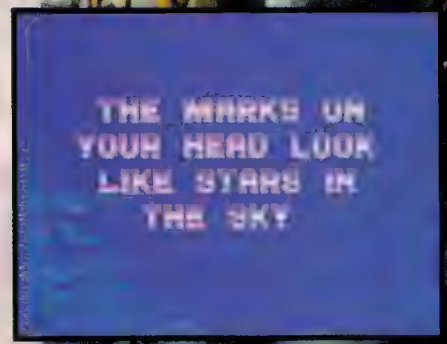
A: I have my hands on at least 30 projects at once. I've worked on *Spider-Man*, *Mario Lemieux Hockey*, *Dungeons & Dragons: Warriors of the Eternal Sun*, and *Chakan*, to name a few specific titles. I'm currently working on *X-MEN* for Genesis.

Q: Where'd you get the idea for *Ecco*?

A: I came up with an idea to create an interactive coral reef many years ago. In the original concept, the player could select one of the animals in the reef and poke around at will, learning animal behaviors. Later, I learned about how whales and dolphins communicate using sound. Some scientists think these sounds are transformed into images, which the creatures understand. This concept clicked in my head and I decided to simulate it in a video game. The name 'Ecco' is a homonym for 'echo', which in Italian means 'I see.'

Q: What do you think sets *Ecco* apart from other video games?

A: This game has many unique features and graphic effects. I think the most obvious difference between this and other games is the control the player has over the main character, Ecco. The movement of Ecco is not based on a jump, punch, and kick scenario. As we worked out the details for the game, Ecco was just a stick figure on the screen. I wanted players to get into the feel of the character and control him without consciously thinking about what buttons they push on the controller.

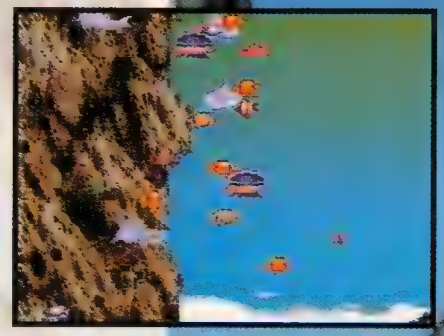


There are no human beings in this game, and I was adamant about this from the beginning. *Ecco* is not a game about people. I want people to see life from the dolphin's point of view, and to realize that there's another way of looking at the world. There are other thinking beings on the Earth, but we take them for granted because we tend to feel we're the center of all life on this planet. I didn't want to have a video game in which dolphins had to escape from human traps. The action is seen through Ecco's eyes — in fact, the whole thing could have taken place long before man evolved on the planet!

Q: Ecco and the other animals in the game all move with remarkable realism. How did you create such realistic animations?

A: The first step was to look very closely at how dolphins move and behave. If you watch them closely, they seem capable of an almost limitless range of movements. The next step was to recreate the *key* movements dolphins use to swim. This process took a lot of time. We studied many videotapes of real-life dolphins in the ocean and at aquariums, and I've read every book I could get my hands on. The final version of *Ecco*, the one gamers will play, is really the ninth version of this game. We re-did Ecco's movements nine different times, and allowed his movements to evolve on the game screen until they eventually looked as realistic as possible.

I also interviewed dolphin trainers, including the people at Astroland in Texas, which has an impressive dolphin show. But *Ecco* isn't a scientific simulation. This is a *fun* game, with realistic elements which enhance the play.



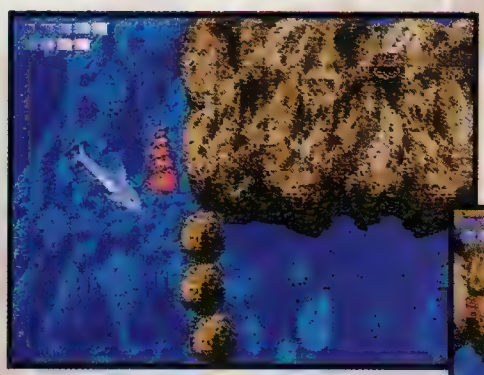
Q: How long did it take to make *Ecco*?

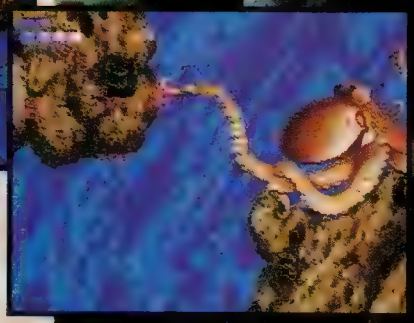
A: That's a difficult question. I guess I could say that the concept has been evolving in my head for at least six years. But since Sega approved the concept, we've spent about two years in development. An enormous amount of planning and research went into the creation of *Ecco*. If you look in the back of the game's manual, you'll see a long list of people who helped to create this unique game. Every one of those people played a vital role in the game's development.

Q: What's your favorite part of the game?

A: I like the time-travel sequences, which you'll experience when you really get into the game. Their are a lot of sub-plots in *Ecco*, including a trip back in time to Origin Beach. From here, Ecco explores his own evolution.

Q: Who do you think will enjoy playing *Ecco* the most?





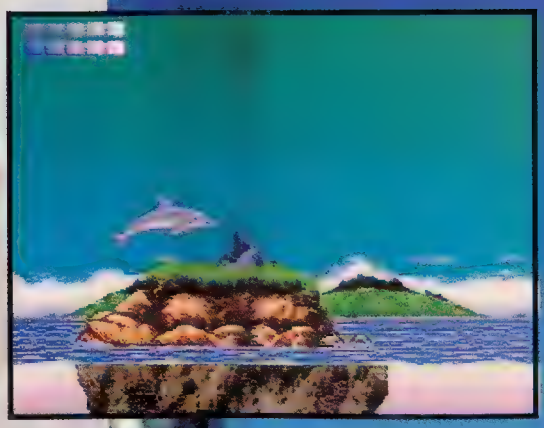
A: I wanted this game to appeal to all human beings. More specifically, I think this is a game for young people and adults who consider themselves serious video gamers.

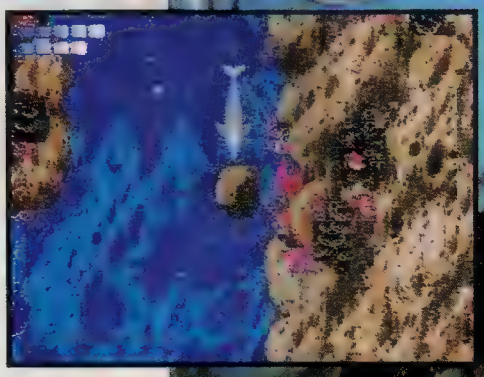
My main concern continues to be that the game may be too difficult for some players. A few of the puzzles are tough to figure out. And once you discover the answer to a puzzle or obstacle, you still have to find a way to solve the larger problem facing Ecco.

Q: What do you think are the most important ingredients in a good video game?

A: The most important thing is to develop a good play mechanic. The play mechanic determines what you do with the controller buttons, outlines what you see on the screen, and determines how your character will react. The moment the gamer presses a button, something has to happen. People can tell the difference between 1/30th of a second and 1/15th of a second. You shouldn't have to think about the controls to play the game.

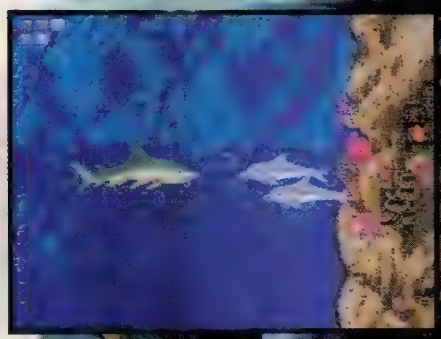
Once you get all these things right, the game has to *feel* good. Every aspect of the game has to be adjustable during the design process. I like to be able to fine-tune everything, whether it's how fast an object moves or the color of an object or character on the screen. The other ingredients in a good game include rules that are easy to understand, good graphics, good sound, and good animation. The animation can't get in the way of the action.





Q: Do you have any tips for playing *Ecco*?

A: Yes. This game is not *Sonic the Hedgehog*! Take your time, and look beyond your eyes with Ecco's song (his sonar). The best way to beat this game is to know what is coming next. Sometimes swimming slowly is safer. This isn't a game where you pound on the buttons and race around. You have to think and explore. *Ecco* offers a totally different play mechanic, and it takes a bit of time to get used to. You're not a little Italian plumber or a blue hedgehog. You're a dolphin, and this game is designed to place you in a dolphin's environment. And remember, avoidance is an acceptable strategy. The game screen will never lock and say you have to beat a specific enemy before you can continue.



Q: Will there be a sequel to *Ecco*?

A: I'd love...*love*...*LOVE* to do *Ecco 2*! There's a second part to Ecco's story which I'd like to tell. I'd also like to create an *Ecco Junior* for younger gamers. It would have a similar look and feel, but would be much easier to play.

Q: Is there anything else you'd like to tell people about yourself and your work?

A: I strongly believe that the people who play our games have to tell the folks at Sega, Nintendo, and the other video game companies what they want. Too often, we have to guess. If you, the video-game player, tell us what you want, we'll create it. Being an adult, it is sometimes difficult to determine what people from another generation would like. My advice is to write letters and tell us exactly what you want — what you like, and what you don't like. Feedback is extremely important to us.

GP

You can tell Ed Annunziata what you think about *Ecco*, and what you would like to see in future video games by writing to him directly at this address:

Ed Annunziata
Sega of America, Inc.
130 Shoreline Drive
Redwood City, CA 94065

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TERMINATOR 2: THE ARCADE GAME

Genesis/Arena

When this game was first released in the arcades, it not only impressed jaded video junkies and set unprecedented coin-op records, but it also incurred the wrath of police departments across the country. Their gripe was that the game involved too much violence, and throughout the game, the player is required to "kill" police officers. Actually, this Terminator never kills anyone. He wounds a lot of people, but never kills anyone.

Two-player mode is advised, because a single Terminator may feel a bit outnumbered.

Now *Terminator 2: The Arcade Game* is available for your Sega Genesis system and as a pack-in with the Menacer light gun. It's nearly identical to the original. The game begins as you, the T-800 Terminator, make your way to the Skynet Time

Use the Rapid Fire Rechargers to power up a weak gun.

The flying HKs can be taken out easily with a well-placed missile.

T2's huge bosses are hungry for revenge!

Field Generator. Once there you must transport yourself back through time and save John Conner, the future leader of the human Resistance. The only thing standing in your way is an ocean of Terminators like yourself — and the T-1000.

The music is pretty good, and the graphics are top notch. Like the coin-op original, the Genesis version features digitized images in

At the end of each round, your accuracy is judged and bonus points are tallied. Excellent!

several scenes. Schwarzenegger's famous "I'll be back" is used, too.

The game's only fault lies in the fact that both players, (in a two-player mode) can't use a Menacer, the Sega light gun. Player two is stuck with the clumsy directional pad — and this is *definitely* a light gun game.

—Vince Matthews

In this stage, you've got to get John Conner and his truck to safety. Use missiles on the HKs, and take them out as soon as they appear on screen.

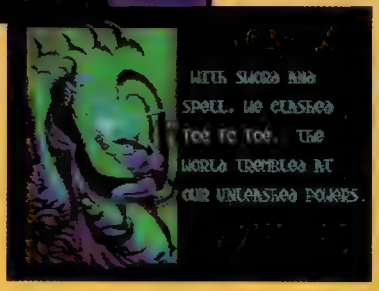
Arena Entertainment, 71 Audrey Avenue, Oyster Bay, NY 11771

CHAKAN

Genesis/Sega of America

Once, when he was alive, Chakan was the greatest warrior on Earth. No man or beast could defeat him, and in his arrogance he challenged Death himself to a duel. The battle raged for hours, and in the end, Chakan was victorious. But Death had the last laugh, as Chakan was cursed to spend eternity wandering the spaces between worlds — neither dead, nor truly alive.

Your mission in *Chakan* is to move between the four worlds of the game, challenging (and maybe even beating) four evil beings who live there. Each of the four worlds has six levels, and in the first level you'll find a special item you'll need to beat later levels. Chakan has the power to cast spells by combining the different potions he finds. The potions let him jump higher, move faster, and supercharge his swords with fire or electricity.

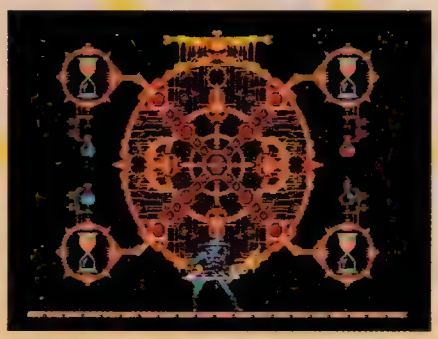


Chakan challenged Death to a fight and won — but as everyone knows, no one really beats Death.

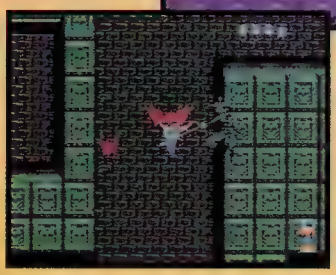
Chakan can't die, but if he takes enough damage he's forced out of the world he's in and must start over from the beginning of the level. It *is* possible to run out of time, but you can replay things as many times as you have to.

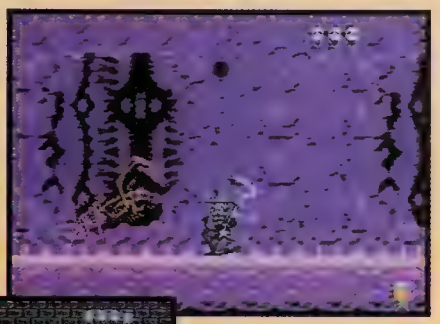
And that's good, because *Chakan* is a *very* difficult game—"challenging" isn't exactly the word. Most of the levels are short, but there's not much room for error and you can die surprisingly fast. The graphics, sound, backgrounds, and so on are only a hair above average, so the game's high difficulty level is really its most outstanding feature. If you're an experienced gamer and you need a good workout, by all means give this one a shot. All others need not apply.

— Jeff Lundrigan



This, uh, Big Cosmic Thing bridges the doorways between worlds. It also keeps track of which worlds and levels have been conquered.





For the really nasty creatures, you'll want to switch to Chakan's deadly Scythe, one of the four special weapons you'll need to find early in the game. Another special weapon is a grappling hook, for grabbing and swinging your way through later levels.

Electrified swords come in handy when you have to face down a troll like this.

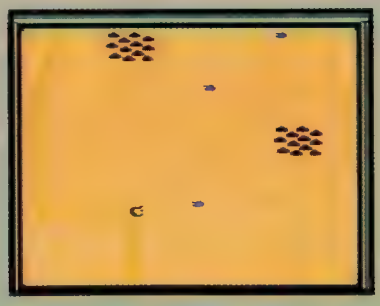
Sega of America, 130 Shoreline Drive, Redwood City, CA 94065

SUPER BATTLETANK: WAR IN THE GULF

Genesis/Absolute Entertainment

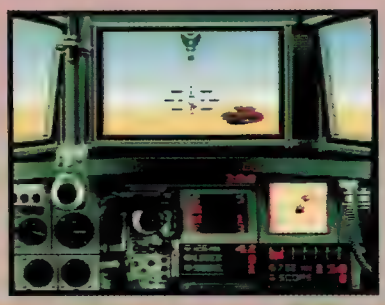
Ever dream of having access to the awesome firepower of an M1A1 tank — with no risk of physical injury or discomfort whatsoever? If so, you'll definitely want to check out *Super Battletank*.

This is one of the few games available that successfully combines action and strategy in a solid, playable war simulation. As the commander of an M1A1 Battletank, you're required to complete several missions to aid in a successful ground attack in the Persian Gulf. At the beginning of each mission, you're presented with a map of the current territory and a list of the objectives for that particular mission.



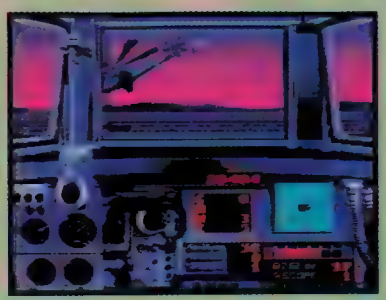
Use the map screen to devise a plan of attack.

You'll use two very important screens as you play. The first is a view from your tank's cockpit, showing the surrounding terrain and any enemies in the vicinity. This screen also displays your current choice of weapons, and a small radar map of the immediate area. The secondary screen is a map of the entire mission territory, which shows the location of all enemy vehicles, along with any land mines or other obstacles you'll want to avoid. In addition to helping you locate your objectives, this screen can be used to plan an overall attack strategy for each level.



When attacking other tanks, its best to use the 120 mm Cannons. The laser-guided shells are cool, but you only have a few of them. Use them only when necessary.

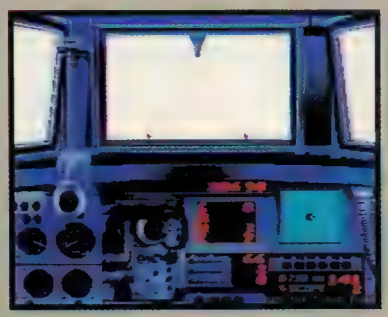
On the whole, the game is very well designed. The surrounding terrain doesn't look terrific, but the graphics are generally pretty good. And some scenes, particularly the helicopter attacks, are truly awesome. There's no background soundtrack, which seems odd at first, but that silence adds to the realism that separates this cart from arcade games. Sound effects are much like the graphics; always pretty good, sometimes great.



Save your 7.62 mm machine guns for use during chopper attacks. Don't forget to keep a close eye on your ammunition.

Unfortunately, this type of game tends to be somewhat repetitive. After getting through the first few boards, I had no real desire to play anymore. While this keeps it from rating an 8, the game's other strong points place it among the better games around.

— Billy R. Moon



When you find yourself outnumbered, get a quick mental picture of your surrounding, drop a smoke screen, and fire away.

Absolute Entertainment, Rock Road Box 116, Glen Rock, NJ 07452

Sewer Shark

Sony Imagesoft/Sega CD

Life's no bed of roses in the sewers. You get used to the smell, but Ratigators and other nasties threaten your life every day. One hope, one dream, keeps the sewer jockeys going as they scour the sewers of their futuristic world — to someday make it to Solar City, an oasis where people can actually survive above-ground.

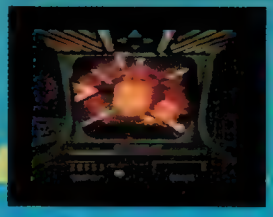
Catfish, your Texas-talkin' robot buddy, will scout ahead and warn you about the upcoming tunnels. He's a goofy little feller', but listen carefully to what he has to say.

But few sewer jocks live long enough to realize the dream. And that's where you come in. Fresh out of training, you've been chosen to fill the latest vacancy on the sewer jocks roster. Your job is to take your partner, a loud-mouthed and excitable guy named Ghost, safely through the tunnels that lead to the city. There's only one hitch: someone powerful doesn't want you to make it.

The main action in *Sewer Shark* puts you at the controls of a sewer skimmer as you hurtle through the sewers, blasting any creatures that get in your way. Occasionally, at the urging of Ghost, you'll have to take a new tunnel. Full-motion cinema screens lay out the game story and glue the arcade sequences together, and other Sega CD trademarks like digital speech and sound effects are used in abundance.

While the added CD "extras" can be very impressive, the problem with *Sewer Shark* is the game itself. Every level looks exactly the same and plays exactly the same — the extremely limited control you have over your vehicle, and the repetitious critter-blasting, don't make for much of a game in the first place. In fact, if it weren't for all the neat bells and whistles, *Sewer Shark* wouldn't even merit an average mark.

— Chris Slate



Ratigators are everywhere. They can attack from any direction, so keep an eye out. Fortunately, they're no match for your sewer skimmer.

Ghost is your co-pilot. He may come on a little strong at first, but he's one of the best. Listen

While blasting enemy critters is your main concern, you do have limited control over your ship's direction. Keep an eye on those arrows at the top of your viewscreen to find out which way you'll be turning next.

Sony Imagesoft,
9200 Sunset Blvd.,
Suite 820,
Los Angeles, CA 90069

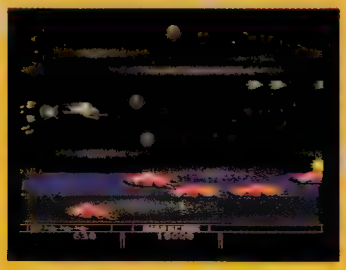
BIO-HAZARD BATTLE

Genesis/Sega of America

In the distant future, Earth is plagued by horrible toxic mutants. Poisonous slime-worms, giant ravenous insects, monster amoebas, and nuclear crabs have all declared war on the people of Earth. Our only hope rests in the unmatched skill of one lone pilot and his experimental, bionic spacecraft loaded with some of the most devastating firepower this side of the Milky Way. Will it be enough to save the eco-system?

Maybe not, but it sure is fun trying! *Bio-Hazard Battle*, one of the latest in a recent wave of hot carts from Sega, shows that Sega isn't satisfied with simply being number one at Christmas — they're going to keep up the intensity all year! Just listen to what this 8-meg supershooter has to offer: four different spaceships, each with its own unique weapon system; huge alien creatures that are so bizarre, they'll stretch your sanity; a super-smooth 2-player mode; and scaling and rotation smoother than anything you've ever seen on Genesis!

You select your ship from four different models. Each one is patterned after a different organism, and each has its own unique combat style.



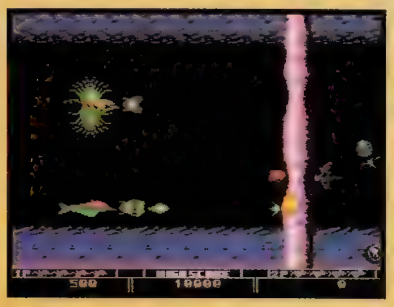
You begin the game in a wild free-fall, blasting everything in sight as you plummet towards the planet's surface. Grab as many power-ups as you can — you'll need them when you reach the bottom.

Every fighter has the ability to store its power for one big shot. If you manage to keep away from enemy attacks for the few seconds that it takes to power up, you'll be able to take out most creatures with one shot.

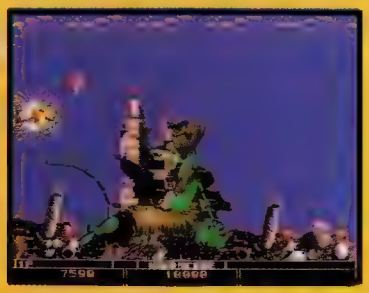
On the downside, *Bio-Hazard Battle* doesn't score too high in the originality department. While shooter fans will love the intense action and special features, you're still just flying forward while shooting anything you see.

But while *Bio-Hazard* may not offer anything new in game play, it does everything so well that you'll never notice. One of the best shooters ever!

— *Chris Slate*



When the action gets too intense, call in a second player! One of the best things about this shooter is its smooth 2-player mode. Now nothing can stop you!



The bosses in this game are huge. Just look at this oversized scorpion! Stay near the top of the screen and dodge his shots until he surfaces, then let him have it with a fully powered plasma bolt!

Sega of America, 130 Shoreline Drive, Redwood City CA 94065

KRIS KROSS: MAKE MY VIDEO

Sega CD/Sony Imagesoft

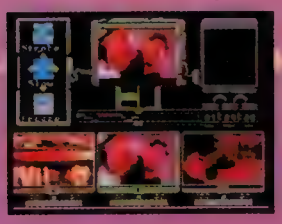
Sony's new *Make My Video* series may be the neatest idea since the introduction of the Sega CD itself.

You play as the mix-master of a call-in video show, hosted by the too-cool Boyd Packer. Fans call to request the songs, images, and effects they'd like to see in a video — and then it's up to you to give 'em what they want. If you have a keen eye, quick fingers, and the caller likes your mix, the video you create might make the ten best. If not, you're disgraced in true B-Boy style.

Super-fly mack-daddy V.J. Boyd "the man" Packer is your host in the studio.

Kris Kross: Make My Video uses original and additional video footage from the real videos for the songs "Jump", "I Missed the Bus" and "Warm it Up." You construct the music video on the fly, which means you have one chance to edit, cut, and add footage — all while the song is playing.

In the editing mode, you see three different screens, each displaying different full-motion video you can use to create your video. In addition to these video sources, special effects allow you to flip, strobe, blur, and otherwise manipulate the image. Once your video is finished, it's played back in its entirety and then Boyd and the caller critique it. Both the creation of the video and the playback are a lot of fun. At least the first few times.



Mix original footage with additional images to impress the callers.

Listen carefully to each caller, then incorporate the caller's request into the video for high ratings.

Playback the video on the mondo monitor.

But after five or six tries, you've heard Kris Kross' greatest hits 10 or 12 times. Even the most devoted fan of the double K crew will find that "Jump" really gets on your nerves after repeated play.

If you're intrigued by the concept but aren't a fan of the super duo, there are other titles to choose from. Sony is working on *Make My Video* discs starring C & C Music Factory, INXS, and Markie Mark. Sony is also talking to other artists who might be interested in this platform.

It would have been nice if Sony had added more than just the three tunes featured on the disc. And some more video sources, or at least a few more special effects, would help a lot. Still, the concept behind the game is very original, and the Sega CD technology is impressive. Kris Kross fanatics will get the most enjoyment from this product. Others will find it entertaining for about an hour, and then hope they never hear another mack-daddy rap track for the rest of their lives.

— Vince Matthews

With the U-Direct mode, you can practice your editing technique.

How'd you do? Was it whack or slack?

Sony Imagesoft, 9200 Sunset Blvd., Suite 820, Los Angeles, CA 90069

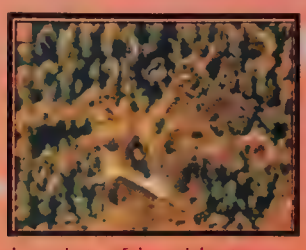
POWERMONGER

Genesis/Electronic Arts

In *PowerMonger*, a Genesis conversion of the latest Bullfrog PC game, you play the role of a king whose country has been destroyed. Not being the sort of person that lets such minor setbacks get you down, you decide to go out and conquer someone else's kingdom. Assisting you in this mission is a small band of devoted followers who'll gladly take control of defenseless settlements on your behalf. Unfortunately, there are also several other armed, aggressive camps intent on a bit of domination of their own.

The actual game screen is made up of a central view of the land you'll conquer, complete with houses, animals, trees, and residents. Enormous figures, representing you and any generals under your command, stand behind this central map like warlords planning a battle. The commands you'll use as you assert yourself on your soon-to-be kingdom are represented by icons to the right of the central map, and can be activated by pressing the "A" button. A set of scales gauges how close you are to conquering the current territory.

Although your goal is simple — conquer all 195 territories in the game — achieving it can be pretty tough. In order to successfully complete the mission, you'll have to learn about 20 different commands and how these commands interrelate. At the same time, it's important to keep an eye on the status of all of your troops, and plan ahead for future invasions by inventing weapons. The game is very "real world" oriented, so it's also necessary to take into account such factors as weather, natural resources, and supplying food for your armies. Things can get complicated, but the many-layered strategies involved here are fascinating once you get the hang of them. Still, it's not the game for everyone.



There's a lot of land between you and victory. 195 lands, to be exact.

The View Control window will allow you to survey each territory and decide on an appropriate conquest strategy.

The graphics on the primary game field are pretty good. But there is a lot of information displayed on that screen, and the graphics really need to be much *better* than they are. In the computer version, zoom options and the superior detail available on a computer monitor make it much easier to tell what's going on. But on a TV screen, it can be a chore trying to comprehend the status indicators, and it's very easy to confuse your troops with small, woodland creatures.

Use the passive stance when attacking smaller villages. This way, you'll leave plenty of villagers alive — and you can then force them into your army!

Overall, this is a very good game — but it requires a lot of time and patience to get the hang of. In fact, all the practice time needed will probably turn many players away from this title. Still, if you like detailed, complex strategy and enjoy conquering nation after nation of tiny people, *PowerMonger* is definitely worth checking out.

— Billy R. Moon

Electronic Arts, 1450 Fashion Island Blvd., San Mateo CA 94404

WWF Super Wrestlemania

Genesis/Flying Edge

Well, it's about time!

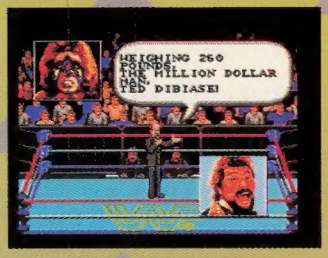
We've been receiving letters for years from Genesis owners demanding a professional wrestling game. We're happy to say the wait is finally over! That's right — new Genesis giant Flying Edge has answered the call with *WWF Super Wrestlemania*!

And what a game it is! Most fans would be content with any wrestling game at this point, but the folks at Flying Edge squeezed more action into *WWF* than we've seen in any other wrestling cart! The game debuted on the Super Nintendo, but it's gone through some impressive changes on its way to Genesis. First of all, the roster has been updated to include the WWF stars who are hot today, while older ones have been dropped. Most importantly, each wrestler has his own unique attack — an exciting part of wrestling that the Nintendo version left out.

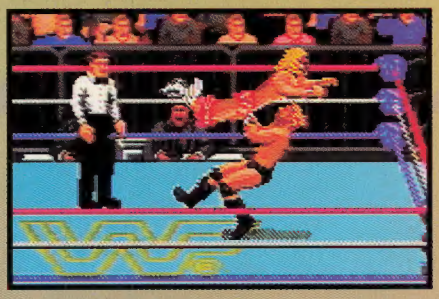
Each character looks, moves, and fights like his real-life counterpart. The game's spectacular sound effects include bone-jarring grunts, slams, and growls that pull you right into the ring.

You can compete in four different matches: One-on-One, Tag-Team, Survivor Series, or the Tournament mode. This cart has it all, and it's going to be a long time before any wrestling game tops *Super Wrestlemania*!

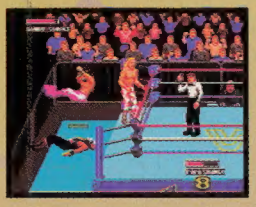
– Chris Slate



As each wrestler is introduced, you get information on his weight, height, and hometown.

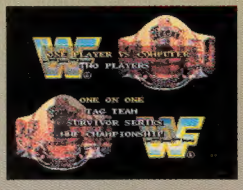


Each wrestler has his own signature move that, if used at the right time, can put an abrupt end to the match. Here, the high-flying Ultimate Warrior Gorilla Slams unwary Ted DiBiase to the mat!



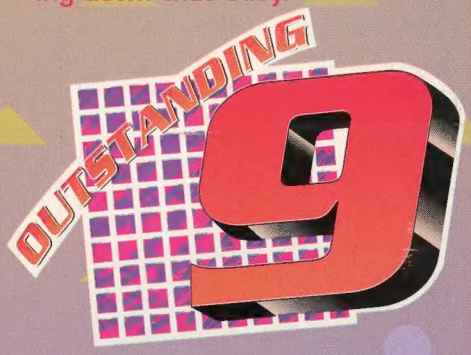
This much action just can't be contained in the ring. Toss an opponent outside, then lower the boom with a kamikaze attack from the top turnbuckle!

If you lose, you're given the choice to start over or go for the rematch. You're not going down that easy!



Super Wrestlemania offers plenty of action whether you're playing by yourself or with a friend. You can rough it up in singles competition, inflict double the damage in a Tag Team match, or take on the ultimate challenge in the Survivor Series.

Choose your character from eight of today's most popular professional wrestlers. Each one has strengths and weaknesses you'll want to keep in mind during the fight.



Flying Edge,
71 Audrey Avenue,
Oyster Bay, NY 11771

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- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!

Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

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